THE PIKEMAN'S LAMENT

Pike and Shot Wargaming Rules

Daniel Mersey & Michael Leck

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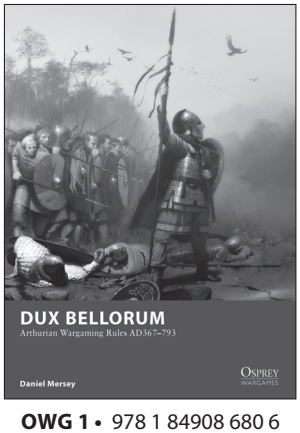

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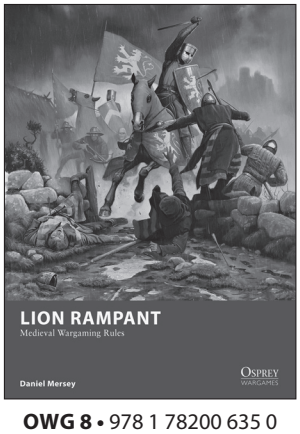

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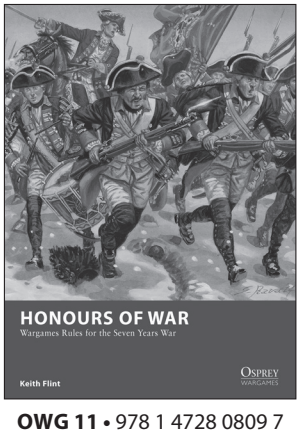

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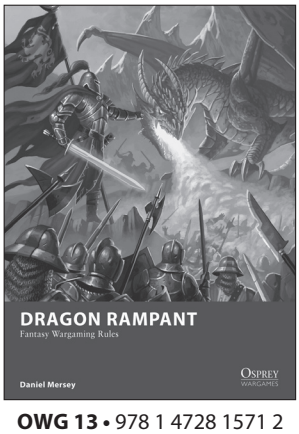

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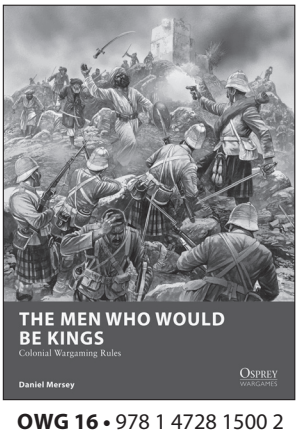

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THE PIKEMAN'S LAMENT

PIKE AND SHOT WARGAMING RULES

DANIEL MERSEY & MICHAEL LECK

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Title page image: Munster pikemen; North Star 1672 Miniatures. (Nick Eyre, photo by *Wargames Illustrated*)

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1. INTRODUCTION

Welcome to *The Pikeman's Lament*, a set of simple and fast-moving miniature wargaming rules designed for the pike and shot period, from the Thirty Years' War, through the English Civil Wars, to the end of the Great Northern War and beyond. *The Pikeman's Lament* helps you to refight ambushes, escort missions, and other tasks performed by a small company of soldiers rather than a full army. We call this 'outpost warfare'.

In his book *Pike and Shot Tactics 1590–1660* (Osprey, 2010), author Keith Roberts vividly describes the style of action we hope you will be able to recreate with your miniature armies and our rules:

George Monk wrote "It is very fit a General should often command his Galloper and Dragoons to fall upon his Enemies outermost Galloper-Quarters. Which is one of the readiest, easiest and securest ways that I know to break an Enemies Army." This type of action was carried out at night or in the early hours of the morning, and could sometimes involve large numbers of men. Usually, however, these missions were smaller raids by a few troops of cavalry on a static garrison, or the outlying quarters of a marching army as it advanced or retreated. This was an everyday feature of military activity, and the optimum way of carrying out this type of raid was included in cavalry training manuals. The description in John Cruso's, and that in John Vernon's (which is based on Cruso), described the use of cavalry only, but it was common to support the attack with Shots – provided either by dragoons or

Perry Miniatures English Civil War company – Haselrig's 'London Lobsters' lead the way. (Alan and Michael Perry)

by infantry temporarily mounted or riding double behind cavalrymen. Dragoons or other Shots would be useful in house to house fighting in the enemy quarters themselves, as well as providing firepower support for cavalry actions. Essentially, the attackers' Special order was to cut down the enemy sentries before an alarm could be given and then overrun the corps de gard, who "must be armed all night, and have their Gallopers at hand, readie and bridled". They would then seek to take control of the "alarme point" (the area designated for troops in quarters to Raising in the case of an alarm), and any other large open space where the enemy garrison might gather to organize themselves, such as the "market place". Cruso described the alarm point as "that place without [i.e. outside] the village, where the souldiers are to assemble to withstand an assailing enemie, being a place of great consequence". The commander of the quarter would have given advance instructions in case of an attack, and "appointeth a certain place for every troop, where they shall stand, which way faced". By sending a troop to ride through the streets the attacking cavalry kept their opponents in small groups, which could then be killed or captured while isolated. Lastly, when the surprised occupiers gave up the struggle and sought to escape, a troop waiting outside the quarters would intercept them. The Special order of the defending commander was to slow down the attack at all costs with his corps de gard and any other men he could get together quickly, in order to give the bulk of his force a chance to arm and organize themselves to resist the attack en masse rather than in isolated handfuls.

Campbell of Lawers' attack on Auldearn Village, by Gerry Embleton © Osprey Publishing. Taken from Campaign 123: Auldearn 1645.

Design Note
We don't like to be too precise about table sizes to play on. Most missions will play out nicely on a 4x3' table… there's limited movement before the actual fighting starts, leading to quicker games and more than one mission in an evening's play. For multiplayer games we most often use a 6x4' table.

Alongside the rules, *The Pikeman's Lament* presents a varied selection of missions and allows players scope for choosing their own victory conditions. This means that you can concentrate on playing the mission and enjoying yourself without getting bogged down in rules. The rules are model scale-neutral; many gamers choose 28mm, but 15mm is cost- and space-effective, if less spectacular to look at.

Our design goal has been to successfully rework the *Lion Rampant* medieval wargaming rules to represent this next evolution of historical warfare. Many of the rules remain as they were – we're not trying to reinvent the wheel – but the troop types, campaign system, missions, and some smaller rules are different to the original game. As with *Lion Rampant*, we've focused on the overall 'feel' and 'flow' of the game, rather than worrying ourselves about the minutiae of historical simulation. Even if you are familiar with *Lion Rampant*, please read the rules carefully, as there are some differences that we have introduced to better fit our vision of pike and shot warfare.

More than anything else, we wanted to work together to create a pike and shot miniatures game that is easy to play and enjoyably fun. We hope you agree that we've done so!

GETTING STARTED

To play *The Pikeman's Lament* you'll need to create an Officer to lead your Company, assemble the troops to follow him, and read through the Battle Rules. Keep the book handy through your first few games, but most players find they are familiar with the basics after a couple of games.

In addition, you'll need a couple of model armies (usually around 40–60 models in each), a good handful of dice (a dozen or so per player is perfect), a gaming table with some scenery on it, a tape measure showing inches, some markers to show Wavering units, and one or more friendly opponents (unfriendly opponents are allowed but not recommended).

BASING YOUR MODELS

The Pikeman's Lament is written for individually based models mounted on round 25mm bases, but other options will also work. If your collection includes models based in other ways this shouldn't cause a problem as the rules are very forgiving of base sizes. Even multiple models on a communal base may be used without much difficulty: just be prepared to ignore the direction the models are actually facing and think of them as a blob of troops with no flanks or rear. You'll also need to mark casualties on communal bases when they occur.

We have started to base our models in a hybrid way including both single and communal bases. This gives us good-looking units while retaining the feel of skirmish gaming (as well as speeding things along with fewer bases to move):

Foot	Horse	Dragoons	Guns
- 1 model on a round 25mm base - 2 models on round 30mm bases - 3 models on round 40mm bases	- 1 model on a round 40mm base - 2 models on a round 50mm base - 3 models on a round 60mm base	- 1 mounted/horse holder model on a round 40mm base - 2 foot models on a round 30mm base - 2 foot and 1 mounted/horse holder model on a round 50mm base	- 1 gun on a base large enough to hold it - 6 gunner models based like other Foot units

Using this basing standard means that you easily group the bases together in 6 or 12 models depending on troop type and still remove casualties with ease. If you

We're not precious about basing, and nor should you be. Any of the basing methods shown here will work with the rules. (Michael Leck)

need to increase or decrease the base sizes to suit your models, it won't make any difference to gameplay.

We like to field Dragoon units as a mixture of mounted and dismounted models, as it looks good and makes them stand out from ordinary Foot and Horse units; it makes no difference to gameplay whether they are mounted or not. As most gun models are sold with only 2–5 crew models, why not use some spare stands of officers, draft animals, or civilians to make up the full 6 crew required?

2. RAISING YOUR COMPANY

This section shows you how to assemble a new model army (yes, it could well be *the* New Model Army) for *The Pikeman's Lament*, and also details how each troop type performs. In general, you're allowed to raise your Company after you have decided on the mission you're playing, to allow you to choose a suitable balance of units, but before doing anything else, you need an Officer to lead your mighty Company.

OFFICERS

Each player has just one Officer on the table, who will lead troops into battle and develop a character all of his or her own. Identify your Officer model to your opponent before the game begins.

The Officer you create remains with your Company until death or retirement through severe wounds, or promotion to command at a higher level than *The Pikeman's Lament* represents.

OPPOSITE
Royalist and Parliament cavalry clash, by Graham Turner © Osprey Publishing. Taken from Campaign 116: First Newbury 1643.

Your Officer is the heart of your Company: without him they are null. Officers in *The Pikeman's Lament* are the kind of soldiers who lead by example, by heroic actions on the battlefield for their own Honour (victory points) and the pride of their Companies. As this model represents *you*, be sure to paint it well!

Your Officer acquires more and more Honour and higher rank, and never leaves your Company by choice; however, the troops in your Company may be altered from game to game depending on the missions you have been tasked to perform.

At the beginning of each game you must decide which unit your Officer will be part of. Your Officer remains as part of that unit throughout the entire game and may not join a different unit during gameplay; an Officer is not an additional model, so for example, a Pike unit including your Officer still comprises 12 models, not 13.

Here's a quick summary of what characterizes your Officer compared to other models:

- Officers are part of a unit and cannot leave it.
- Officers move and fight as an ordinary model.
- Officers will be the last model to die in their unit. If an Officer should be removed as a casualty but other models remain in his unit, remove the non-Officer, unless the Officer falls to a lucky blow or during a duel.
- Officers give +1 to your total rolled for all Ordered activation tests for units within 12" of the Officer's unit.
- Officers give +1 to your total rolled for all Morale tests for units within 12" of the Officer's unit.
- Officers may issue challenges.
- Officer Traits may affect the above! These are covered below.
- Officer rules are only applied if the Officer is in play on the tabletop and his unit is not Wavering.
- Officers accumulate the Honour their Company gains in each mission. Honour increases the Officer's Rank, which allows him to get new Traits.

OFFICER RANK

Unless otherwise noted by the Officer's background and traits, each will start with 10 Honour and the Rank of Ensign. Act honourably and stay alive, and your Officer might just well advance in rank between games.

Make your Officers stand out! Miniatures by Warlord Games and The Assault Group. (Richard Lloyd)

The following chart explains an Officer's progression up and down the ranks.

Honour	Officers Rank	Traits
0 or less	Exposed as the coward he is – and executed!	Start with a new Officer!
1–20	Ensign	Basic Trait
21–30	Lieutenant	+1 Trait
31–45	Captain	+1 Trait
46–60	Major	+1 Trait
61+	Transferred to command a full regiment as a Colonel	Start with a new Officer!

HONOUR AND CAMPAIGNS

Perhaps the most rewarding way of playing wargames is to take part in an ongoing campaign. It's not always an easy task to run a campaign, as people come and go during the run of it. So we've created an easy way of running a points-based campaign revolving around the heroes of the game: the Officers. Over a number of games, your Officer will build up Honour, and you may compare your score to that of your campaign rivals in a league table format – even better, divide your Honour by the number of games you've played, for a fairer comparison.

The Officer needs to be fleshed out a bit more than in the usual one-off game. You roll randomly for your Officer's background and Basic Trait, and record this on an Officer roster along with your Officer's name. The roster will also help you keep track of your Honour, current rank, new Traits and short notes about the games you play.

OFFICER BACKGROUND

Every Officer in *The Pikeman's Lament* stands out as a character. Officers have their own special Traits that affect gameplay or allow for some roleplaying opportunities (optionally, your opponent may award you 1 Honour for good roleplaying during a mission). Unlike units, which you can choose and upgrade as you wish, your Officer's abilities are randomly determined and you must stick with what you roll. You will get your first Trait from your Background and will earn new Traits by advancing in Officer Rank during games.

Roll two dice, add the result, and consult the following chart for your Officer's background.

Dice Total	Background	Basic Traits and Effect
2	You are the youngest son of a prominent and harsh father who never recognized your deeds. Now you shall show him who is a true hero.	**Careless**: Officer's unit gains the Wild Charge rule. If the unit already has this rule, it must automatically make Wild Charges without dicing for success or failure.
3	You have been born with a silver spoon and lack initiative. The men don't seem to listen to you.	**Ineffectual**: Allows units within 12" no Activation bonus.
4	You are a weasel of a man with little Honour, much to the regret of your rich merchant father who paid for your officer's rank.	**Sly**: May refuse challenges without incurring the usual Morale test.
5	You are a hired mercenary officer from a foreign country. The men don't trust you because of this.	**Foreigner**: Starts with 15 Honour. Offers no Morale bonus to units within 12".
6	You are a veteran officer and have survived many battles, but you also suffer from several old battle wounds that slow you down.	**Old Wound**: Starts with 18 Honour. Killed by Lucky Blows on a score of 2 or 3.
7	The ladies really love an officer and a gentleman in fancy clothes!	**Ladies' Man**: No discernible qualities other than a very fine moustache AND a pointed beard that the ladies love. Starts with 11 Honour.
8	You are a hothead and have a hard time with superiors – you've been demoted several times, but your company loves that you lead from the front, sword in hand.	**Strong**: During Attacks (whether attacking or defending), the Officer's unit may reroll one failed hit die.
9	Personal glory and honour are your goals in life, and as the son of a nobleman you always defend your honour in a Duel.	**Duellist**: Is only hit on a 6 in challenges. Starts with 13 Honour.
10	You are the son of a priest and seemingly also blessed in some way, as you always seem to escape danger.	**Blessed**: Invulnerable to lucky blows.
11	War is in your blood, as the son of an officer you are a true Lion of the North.	**Lion of the North:** During Attacks, Officer's unit may reroll up to two failed hit dice.
12	You are a man of from the ranks who worked your way up to be an officer. The men in your company love you and will follow you to the death	**Natural Leader**: Each turn, you may reroll one failed Move, Attack, or Shoot test (no other tests) within 12" of Officer's unit.

Design Note

The Gå På tactic was an offensive fighting doctrine used by the Swedish army from The Scanian War 1675 to the end of the Great Northern War in 1721. It was all about offensive movement against the enemy, not standing to shoot but instead using the power of short-range volley fire and pikes in the final assault. Most opponents fled before the final charge took place.

OFFICER TRAITS

As your Officer advances in Rank he will acquire new special Traits to help or hinder the leadership of your Company. Every time you advance a rank, roll to add a new Trait from the chart below. If you already have the Trait you rolled for, re-roll until you get one you don't have. Add these new Traits to that gained as part of your Officer's background. If your Officer is demoted, he loses the traits he gained at the higher rank and has to roll for new ones if ever promoted again. The only way to lose the Basic Trait is by a severe wound or by execution if his Honour has fallen to zero or less.

When your Officer is entitled to a new Trait, roll three dice, add the total, and consult the following chart; this is also a good chart to use when rolling Officer Traits for non-campaign games.

Dice Total	Trait	Effect
3	Cautious	Officer's unit may not be given an Attack order (but will still make Wild Charges if applicable).
4	Weak	Officer's unit rolls 1 fighting die less in all Attacks and when Shooting (therefore rolling either 11 or 5 dice).
5	Careless	Officer's unit gains Wild Charge rule. If the unit already has this, it must automatically make Wild Charges without dicing for success or failure.
6	Brutal	Any units within 12" of your Officer unit may automatically pass failed Rally tests by removing one mini from the unit (a sacrificed friend works wonders for morale…).
7	Brave	Officer may add +2 on all Morale rolls, instead of +1.
8	Strong	During Attacks (whether attacking or defending), Officer's unit may reroll one failed hit die.
9	Gå På!	Each turn, one unit within 12" of your Officer's unit may automatically pass a Move activation test without needing to roll dice.
10	Patient	Each turn, one unit within 12" of your Officer unit may choose to ignore a compulsory Wild Charge.
11	Favoured	The Officer receives a mighty fine gift from the General, as well as +5 Honour.
12	Tactician	Renowned for tactical insight, you may add or subtract 1 from your final total (whichever you prefer) when dicing to decide attacker/defender.
13	Fencing Master	Hits on a 4–6 in challenges.
14	Offensive	Each turn, one unit within 12" of your Officer's unit may automatically pass an Attack activation test (but not a Wild Charge) without needing to roll dice.
15	Musketry Master	Each turn, one unit within 12" of your Officer's unit may automatically pass a Shoot activation test without needing to roll dice.
16	Inspirational	Officer's unit may reroll every failed rally (once).
17	Feared	All enemy units that have to roll for morale due to casualties inflicted during Attacks (whether attacking or defending), by the Officer's unit do so at -1 on the roll.
18	Commanding	You may reroll (once) a failed Move, Attack, or Shoot order within 12" of your Officer's unit, once per turn.

If your Officer is Wavering or not in play (whether he's not entered the table, has fled, dead, or otherwise left) his Officer Traits cannot be used.

Feel free to create your own Officer backgrounds and Traits, or adapt them to better suit the military culture or training of your company: treat the lists above as a starting point.

OFFICER CASUALTIES

Occasionally, Officers will fall as casualties during the game, either in a duel, from a Lucky Blow, or by being the last man standing in his unit. But don't despair – he might just have been wounded and will hopefully soon return to perform new deeds with his Company!

After each game where your Officer has been a casualty, roll two dice, add the total, and consult the recovery table chart below.

Dice Total	Effect
2	**Died like a coward, begging for quarter**: The officer will not be remembered for his deeds**,** as he has no Honour left. Start with a new Officer in the next game.
3	**Heroic death**: The officer will be promoted to Colonel before he is buried. But he will still be buried. Start with a new Officer in the next game.
4	**Severe wound**: The Officer will recover, but permanently loses one random Trait. For now he always has one less Trait than his Rank allows.
5	**Captured while hiding** in some Honour-draining manner, perhaps in a privy or a dung heap, pretending to be a pregnant woman, or perhaps dressed as a nun. Must be ransomed back, costing 5 Honour.
6–8	**Wounded** and rescued by his loyal soldiers. The Officer will recover in time for the next game.
9	**Captured honourably** in combat and taken prisoner by the enemy. May be ransomed back by deducting 3 Honour. Alternatively, if both players have the time to do so, run the Rescue mission. Until his return, your Company will be commanded by a Senior NCO with no special Traits or Officer rules. Although in captivity, he may influence units that get within range. As long as your Officer is in captivity, the enemy Officer may not challenge him to a duel.
10–11	**Lightly wounded**, getting back to your army's camp by himself, with an impressive scar and a good story to tell. +1 Honour. The Officer will recover in time for the next game.
12	**Escapes the enemy** with mere scratches, and manages to get back to your army's camp through a daring and honourable adventure. He will gain fame and appreciation in many folk songs still sung today. +3 Honour. The Officer will recover in time for the next game.

Reynolds campaigns for the King, but no-one understands this former Parliamentarian's real motives. All of Reynolds' Company painted by Glenbrook Games. (Matt Slade)

COMMANDING YOUR COMPANY

Now that you have an Officer (who is hopefully also a Gentleman!) raring to get into battle… he'll need soldiers to command. Each player's army – known as your Company in *The Pikeman's Lament* – is built from a variety of units, each representing a class of soldier from the Pike and Shot period. The rules don't impose many restrictions when choosing units, so carry out a little research about the units your Company should contain (or flick through to the end of this book and choose a ready-made Company that captures your imagination).

The Pikeman's Lament is written for Companies comprising 24 army points; depending on their abilities, individual units generally cost between 1 and 8 points each, but most Companies usually end up around 6 units strong. Horse units begin with 6 models each, whereas Foot units mostly begin with 12 models each (Forlorn Hopes, Commanded Shot and Regimental Guns have just 6 models).

A SAMPLE 24-POINT COMPANY

Before you continue reading about raising your own company, take a look at Dan's entirely fictional English Company of the Restoration:

REYNOLDS' REGIMENT OF FOOTE, 1660–85

Consisting of ne'er-do-wells, ex-Ironsides and New Model Army agitators, and – gasp – even Irishmen, Reynolds may be found serving with mixed success in such salubrious backwaters as Portugal, Tangier, the Caribbean, the bogs of Ireland, the glens of Scotland, and anywhere else far from the gaze of Good King Charles.

Reynolds' Basic Trait is Old Wound as he is a veteran officer of many engagements and he starts with a higher than normal Honour of 18. His Old Wound ails him, however, and he is vulnerable to Lucky Blows on a 2 or 3.

Reynolds' Foote	1 Pike @ 4 points 2 Shot @ 4 points each
Black's Dragoons	1 Dragoons @ 4 points
The North Middlesex Horse	2 Trotters *or* Gallopers @ 4 points each

LEFT
Reynolds' Regiment of Foote has two units of Shot.

RIGHT
And one unit of Pike in reversed colours.

The North Middlesex Horse – mostly ex-New Model Army horsemen – fight as Gallopers or Trotters depending on Reynolds' whim.

This 24-point Company gives you an idea of how many units you'll be commanding in *The Pikeman's Lament*, and a Company composed of these units also makes a good starter army to collect in any conflict as it's a pretty generic Western European force from the Thirty Years' War or the English Civil War. The Company contains some 12 mounted minis, 36 Foot minis and 6 Dragoon minis (the latter may be on foot, mounted or a mix of both).

PLAYING WITH LARGER OR SMALLER COMPANIES

If you don't yet have enough models for a 24-point Company, try playing with between 12 and 20 points per side; even better, if you're blessed with a huge collection of models, experiment with upping Companies to 30 or 36 points. The rules scale up and down easily enough, but adjust your table size accordingly.

MULTIPLAYER GAMES

Multiplayer games are a very rewarding way of playing *The Pikeman's Lament*. When we run multiplayer games all players have their own Officer and Companies of equal point values; we often play on a 6x4' table with 2 or 3 players on each side, fielding 12–18 point Companies each, as this seems to give good club games.

The only thing we alter is the activation sequence: we allow all players on each side to try to activate their units, if one fails, he stops activating his company, but the other friendly companies may continue to activate until they all have failed – at which point the other side starts their next activations.

Design Note

Before the second half of the 17th century, there was generally little uniformity, so you could collect one 24-point Company but break this down into two 12-point Companies if your opponent doesn't yet have his or her models painted and ready to play. If playing with Companies smaller than 24 points, you may wish to remove the Morale test taken when your Company is reduced to half of its starting number of units.

Ably supporting Reynolds is Ebenzer Black's troop of dragoons. Despite his puritan upbringing, Black allows himself some frivolity by choosing a facing colour to match his name.

UNDERSTANDING UNIT PROFILES

In *The Pikeman's Lament*, different troop types act and react differently to one another. Each of the troop types has its own unit profile, showing its own strengths and weaknesses. The following table shows what each line of the profile means:

Unit Name	The troop type represented by this unit.
Attack	The total needed on two dice to carry out this order.
Move	The total needed on two dice to carry out this order.
Shoot	The total needed on two dice to carry out this order. Not all units may shoot.
Morale	The total needed on two dice to keep prove your unit's bravery.
Stamina	The number of hits needed to remove one model from this unit.
Points	How many points it costs to include one of these units in your Company.
Attack value	The score needing to be equalled or bettered on one die to hit an enemy when carrying out an Attack.
Defence value	The score needing to be equalled or bettered on one die to hit an enemy when being Attacked.
Shoot value / Range	The score needing to be equalled or bettered on one die to hit an enemy with missiles, up to the Range shown in inches. Not all units have this ability.
Maximum Movement	The maximum number of inches a model in this unit may move.
Special Rules	Any other rules applicable to this unit, which may differ from the core rules.

CHOOSING YOUR UNITS

You may bring any of the following units to march behind your Company colours:

Horse	Gallopers @ 4 points per unit Trotters @ 4 points per unit Dragoons @ 4 points per unit
Foot and Guns	Forlorn Hope @ 6 points per unit Pike @ 4 points per unit Shot @ 4 points per unit Commanded Shot @ 2 points per unit Clubmen @ 1 point per unit Clansmen @ 3 points per unit Regimental Gun @ 4 point per unit

Your Company consists of 24 points of units and must be formed of at least 3 units and no more than 10 units. You may only include one Regimental Gun in your Company. You will of course also have 1 Officer model that is an integral part of one unit and may not join other units during play, but may change units between missions. You may choose which unit the Officer will join before set-up of each game.

Many troop types have optional upgrades – and in some cases downgrades – to tailor units to suit your historical research. When collecting a Company, there are no strict rules as to which units or upgrades you must include.

Units begin a game with either 6 or 12 models, as shown on their unit profile. Model removal tracks a unit's morale and current fighting ability rather than anything more literal: whether a unit is above or below half strength is important in the game.

SPENDING YOUR LAST COUPLE OF POINTS

If you've built your perfect Company and find yourself with 1 or 2 points left over, rather than spending them on an additional unit of Commanded Shot or Clubmen you may instead add **Agitators, Priests or Heroes**.

Agitators, Priests or Heroes is a special rule that allows you to replace one model from a non-Officer-led unit with a suitably inspirational model: be that model a chiding religious icon denigrating all non-believers or offering God's protection, or a political agent Ranting, Levelling, or Digging themselves into an agitated froth. It could even be used to represent less martial historical characters such as Jeffrey Hudson, the infamous Queen's Dwarf from the English Civil War.

Regardless of the way this model is depicted, it has the same effect: it makes that unit feel more confident of its own prowess and a little more prepared to stick around when the going gets tough. These special rules apply:

- Available to any non-Officer-led unit.
- Cost: 1 point per unit.
- Maximum of 1 special character per unit.
- Special characters may not transfer between units.
- Replace one ordinary model in the unit with a special character. This special character moves, fights, and acts in all ways like any other model in the unit.
- Units with a special character gain +1 to all Morale tests (in the same way as, and in addition to, being within 12" of their Officer).
- Test for the death of special characters in the same way as Officer Lucky Blows; as with Officers, they will be the last model to die in their unit.
- A player killing an opposing unit's special character gains +1 Honour.

If you're looking to recruit agitators and heroes, the docks are a good bet. Priests? We're not so sure about them. Miniatures by Warlord Games. (Michael Leck)

HORSE UNITS

GALLOPERS

Gallopers represent most cavalry in the Pike and Shot period, such as the Swedish light gallopers and Royalist cavaliers. The Galloper is trained in the Swedish tactic of holding fire and charging the enemy at the gallop, aggressively attacking using their swords. These troops were sometimes difficult to control, especially if they had successfully routed their opponents. They are usually lightly armoured or unarmoured and although they often carry pistols, they still prefer to engage their enemies in hand-to-hand combat. Their use of pistols at point blank range is factored into their Attack value.

UNIT NAME	Gallopers	POINTS	4
Attack	5+	**Attack value**	4+
Move	5+	**Defence value**	5+
Shoot	–	**Shoot value / Range**	–
Morale	3+	**Maximum Movement**	10"
Stamina	3	**Special Rules**	Counter-charge

Models per unit: 6

SPECIAL RULES

- **Counter-charge:** When an enemy has successfully diced to Attack this unit, but before it moves, this unit may test for a Counter-charge. Test for an Attack at 7+. If it succeeds, the two units meet a proportionate movement distance between their start positions, and both count as Attacking. If it fails, it stands in place for the enemy's charge. Counter-charge may not be used if the unit is Wavering.

UNIT UPGRADES

- **Elite @ 2 points per unit:** Stamina becomes 4. This upgrade represents higher quality units or units wearing superior armour – such as the Parliamentarian Lobsters and other plate-armoured cuirassiers – or Polish Winged Hussars, who wore armour but also a had great self-confidence. The Finnish Hakkapeliitta could be also upgraded to Elite; although lacking heavy armour, they had *sisu* ('spirit') to help them perform extraordinarily well.
- **Aggressive @ 0 point per unit:** Attack value becomes 3+. But the unit also gains the Wild Charge special rule: If the unit is within Attack range of an enemy unit, you must test to activate an Attack. Wild Charge may not be used if the unit is Wavering. This upgrade represents troops that were difficult to control, for example Royalist cavaliers during the English Civil War.
- **Raw @ -1 point per unit:** Stamina becomes 2. This downgrade represent units that are freshly raised and don't have the staying power of more experienced Galloper units.

Polish Winged Hussars: Elite Gallopers. Miniatures by The Assault Group. (Fred Machu)

TROTTERS

Trotters are Horse units trained in the Dutch tactic of engaging enemies at the trot, using the caracole doctrine with pistols, harquebuses or carbines to disrupt their enemies before charging in. Troops using this doctrine include German Reiters during the Thirty Years' War and Parliamentarian Harquebusiers during the early part of the English Civil War. Most countries abandoned the caracole doctrine by the mid-17th century, in favour of the more aggressive Swedish charge doctrine, but it is said that some Danish regiments used the Caracole doctrine as late as the Scanian War 1675–79.

UNIT NAME	Trotters	POINTS	4
Attack	6+	**Attack value**	5+
Move	5+	**Defence value**	4+
Shoot	6+	**Shoot value / Range**	5+ / 6"
Morale	4+	**Maximum Movement**	8"
Stamina	3	**Special Rules**	Caracole

Models per unit: 6

SPECIAL RULES

- **Caracole:** As an Ordered activation, successful on a 7+, the unit may make a half Move and then a Shoot order. If the enemy fails a Morale test due to the Shooting the unit may now perform a free Attack activation (if within range), moving into contact with that enemy unit and immediately resolving an Attack.

UNIT UPGRADES

- **Elite @ 2 points per unit:** Stamina becomes 4. This upgrade represents units that are superior to the norm or that used much better armour, such as the Earl of Essex's lifeguard troop.
- **Raw @ -1 point per unit:** Stamina becomes 2. This downgrade represent units that are freshly raised and don't have the staying power of more experienced Trotter units.

Design Note

As Trotters shot from the saddle, their range has been reduced (even if they are armed with harquebuses or carbines), but their Defence value has been increased to reflect their custom of receiving enemy charges with a stand and shoot tactic.

Design Note

In reality, Dragoons probably dismounted to shoot, so we recommend using a mix of mounted and dismounted models to get the 'right' look. There's no need to provide mounted and dismounted versions of all models, as we don't distinguish between the two. The Dragoon profile can also be used for irregular light cavalry who preferred to skirmish rather than charge.

DRAGOONS

Dragoons are most often infantry or scouts mounted on horses, relying on firepower and speed of movement on the battlefield. They shun close combat, instead whittling down their enemies with carbine fire at a distance. They are often able to evade charges by their enemies – shooting as they retire – but need to keep plenty of space around themselves on the battlefield to evade into. They are under threat from Shot, who usually out-range them, and from most units that manage to contact them to fight.

UNIT NAME	Dragoons	POINTS	4
Attack	7+	**Attack value**	5+
Move	5+	**Defence value**	6
Shoot	6+	**Shoot value / Range**	5+ / 12"
Morale	5+	**Maximum Movement**	12"
Stamina	3	**Special Rules**	Skirmish; Evade

Models per unit: 6

SPECIAL RULES

- **Skirmish:** As an Ordered activation, successful on a 7+, the unit may choose to make a half move and Shoot either before or after this movement takes place. All models in the unit Shoot with -1 to their dice scores.
- **Evade:** When an enemy has successfully diced to Attack this unit, but before it moves, this unit may test to Evade at 7+. If it succeeds, it immediately carries out a Skirmish action targeting the Attacking unit only, may not move closer to the Attacking unit, and must avoid other units as usual; casualties inflicted in the Skirmish action cause a Morale test or Lucky Blow only at the end of

Okey's Dragoons, 1645, by Angus McBride © Osprey Publishing. Taken from Elite 27: Soldiers of the English Civil War (2).

the Attack. The charging unit then moves its full charge distance following the Evading unit; if it makes contact it Attacks, and if it cannot contact it must move as close as possible. If the Evade test fails, the unit stands in place and awaits attack without shooting or moving. Evade cannot be used if the unit is Wavering.

UNIT UPGRADES

- **Veteran @ 2 points per unit:** They Skirmish at 6+ and without the -1 Shooting penalty. This upgrade might be used to represent specially trained units and superior irregular light cavalry such as Cossacks and Croats.

FOOT UNITS

FORLORN HOPE

A Forlorn Hope is an ad hoc group of musketeers formed into an advance unit used to hold or assault a forward position. A Forlorn Hope would be drafted from several companies, consisted of volunteers and is always considered to be an elite unit. They are the cream of your Company's Foot units, and can confidently engage any other unit. A Forlorn Hope may also be used to represent the personal bodyguard of officers, grenadiers, storming parties and even Three Musketeers upholding the honour of France (removing one model for every two casualties).

UNIT NAME	Forlorn Hope	POINTS	6
Attack	5+	**Attack value**	4+
Move	5+	**Defence value**	4+
Shoot	6+	**Shoot value / Range**	5+ / 18"
Morale	3+	**Maximum Movement**	6"
Stamina	3	**Special Rules**	Ferocious

Models per unit: 6

SPECIAL RULES

- **Ferocious:** This unit uses its normal Attack and Defence values when fighting in rough terrain.

UNIT UPGRADES

- **Veteran @ 2 points per unit:** Shoot value / Range becomes 4+ / 18". This upgrade might be used to represent specially trained or very experienced units.
- **Aggressive @ 0 point per unit:** Attack value becomes 3+, Stamina becomes 4 and Shoot and Shoot value are removed. This upgrade represents troops that don't use muskets at range, but instead are dedicated to close-up assaults, like a storming party, petard-teams, and grenadiers using grenades, but also small pike units, sword and buckler men, billmen, and the feared highlanders with lochaber axes and nothing on under their kilts.

A unit of German Pike. Miniatures by The Assault Group. (Fred Machu)

PIKE

Pike are usually fielded as a mix of armoured footmen in the front ranks and unarmoured men in the rear. They are all armed with long pikes, relying on their numbers and good drill to keep them alive. They fight better on the defensive, as this allows them to draw together in formations to repel attacks, and their long pikes give them the opportunity to form and fight off all kind of attacks in order to protect the Shots. Pike form a solid backbone for many Companies, being difficult to grind down and able to carry out most orders efficiently. In the later part of this era, the use of Pike declined in favour of more Shot; the Swedes continued to field about one third of their armies as Pike well in to the 18th century as a part of their Gå På tactic.

UNIT NAME	Pike	POINTS	4
Attack	7+	Attack value	5+
Move	5+	Defence value	4+
Shoot	–	Shoot value / Range	–
Morale	4+	Maximum Movement	6"
Stamina	3	Special Rules	Close Order

Models per unit: 12

SPECIAL RULES

- **Close Order:** A unit of 6 or more models which is not in rough terrain or Wavering can form Close Order with a Move order. Place all models in base-to-base contact around a central model, preferably in regular ranks, to show Close Order formation. While the unit is in Close Order both Attack and Move becomes 6+ and the unit Attacks and Defends with +1 to their dice scores. If an Attack ends with both units still in contact, the enemy must retreat (unless the enemy is also in Close Order). If a unit in Close Order enters rough going, no longer contains at least 6 models or is Wavering, it immediately leaves Close Order formation.

UNIT UPGRADES

- **Veteran @ 2 points per unit:** Defence value becomes 3+. This upgrade might be used to represent specially trained, elite units or the use of heavy armour.
- **Raw @ -1 point per unit:** Defence value becomes 5+. This downgrade represents Pike units that lacked training or made poor use of their drill in battle.

Design Note

The pikeman's main task was to protect the more fragile Shot against Horse as well as enemy Foot units, by either forming a pike hedge to repel Horse or to form up and make an aggressive 'push-of-pike' while the Shot reloaded. Pikemen in close formation were very resilient and effective in melee against any opponent in open terrain. Good pikemen were just as useful in attack as in defence, so we have reflected this in the rules. Their Close Order formation makes it easier to Attack, and increases both Attack and Defence values, but also makes Pikes more difficult to move into position. The decision when to form Close Order can be crucial to your game plan.

Dutch Shot unit; North Star 1672 Miniatures. (Nick Eyre, photo by *Wargames Illustrated*)

SHOT

Shot represents all manner of musket-armed units drawn up into bodies of troops as opposed to free-roaming Commanded Shot or Dragoons. They rely on massed musketry and the powerfully important First Salvo, and might join in on the charge if the enemy is Wavering as a result of their fire. In the later part of the Pike and Shot era the use of musketeers increased and the use of pike declined, somewhat due to the invention of the bayonet, which made the musketeers more able to protect themselves from cavalry.

UNIT NAME	Shot	POINTS	4
Attack	7+	**Attack value**	6
Move	5+	**Defence value**	5+
Shoot	7+	**Shoot value / Range**	5+ / 18"
Morale	4+	**Maximum Movement**	6"
Stamina	2	**Special Rules**	First Salvo

Models per unit: 12

SPECIAL RULES

- **First Salvo:** When the unit uses its weapons for the first time in the game they get +1 on the dice roll. This could be either for Attack value, Defence value or Shoot value, depending on the unit's first combat situation. This rule is not used for the first of each roll, but for the unit's very first combat roll only.

UNIT UPGRADES

- **Veteran @ 2 points per unit:** Shoot value / Range becomes 4+ / 18". This upgrade might be used to represent specially trained or elite units.
- **Raw @ -1 point per unit:** Shoot value / Range becomes 6 / 18". This downgrade represents Shot units that are freshly raised or lacking in training.

Design Note

Shooting ranges are not really dependent on the weapon used, but rather on how well trained the troops are in using their weapons. Because of this, we don't provide options for different muskets such as the matchlock, wheel lock, or flintlock. Shot units have a range of 18" as they are trained in the use of their weapon and have been drilled to shoot; Skirmishers and Dragoons probably have the same weapons but as they rely on movement more than firepower we have decreased their range to 12" as they spend less time readying their shot. Shooting ranges may look quite short, but this is just the closest distance between the two units; depending on how the units are positioned, the shooting unit's models may be shooting over an additional 12", which is quite some distance!

Design Note

After the introduction of the socket bayonet in 1678 and the use of pikes declined, we allow Shot units to use the Close Order formation, for free, as described for Pike units, above.

COMMANDED SHOT

In *The Pikeman's Lament*, Commanded Shot represents musketeers temporarily attached to other units, usually Horse, to provide firepower. They were also used as skirmishers drawn from the Shot units for special duties such as grabbing vital areas on the battlefield, harrying the enemy with accurate shooting and to lure formed shot units into wasting their important First Salvo fire. Commanded Shot try to evade enemy charges, and are hard to target as they make full use of the terrain around them, at least while skirmishing. They might also be woodsmen, scouts, brigands, who flit around the battlefield in small units on foot.

UNIT NAME	Commanded Shot	POINTS	2
Attack	7+	**Attack value**	6
Move	5+	**Defence value**	6
Shoot	7+	**Shoot value / Range**	5+ / 12"
Morale	5+	**Maximum Movement**	8"
Stamina	1	**Special Rules**	Hard to Target; Skirmish; Evade; Fleet Footed

Models per unit: 6

SPECIAL RULES

- **Hard to Target:** The unit counts as Stamina 2 versus Shooting and may only be targeted within 12".
- **Skirmish:** As an Ordered activation, successful on a 7+, the unit may choose to make a half move and Shoot either before or after this movement takes place. All models in the unit Shoot with -1 to their dice scores.
- **Evade:** When an enemy has successfully diced to Attack this unit, but before it moves, this unit may test to Evade at 7+. If it succeeds, it immediately carries out a Skirmish action targeting the Attacking unit only, may not move closer to the Attacking unit, and must avoid other units as usual; casualties inflicted in the Skirmish action cause a Morale test or Lucky Blow only at the end of the Attack. The charging unit then moves its full charge distance following the Evading unit; if it makes contact it Attacks, and if it cannot contact it must move as close as possible. If the Evade test fails, the unit stands in place and awaits attack without shooting or moving. Evade cannot be used if the unit is Wavering.
- **Fleet Footed:** This unit does not halve its movement in rough terrain.

UNIT UPGRADES

- **Veteran @ 2 points per unit:** They Skirmish without the -1 Shooting penalty. This upgrade might be used to represent specially trained units as well as experienced irregulars skilled in fluid skirmish warfare.

CLUBMEN

Pike and Shot warfare sometimes spawned a movement of disgruntled country folk who banded together to protect their homes against marauding soldiers of both sides. Due to their lack of weapons they were referred to as Clubmen during the English Civil War, and such bands often numbered in the hundreds. This unit might also be used for poorly armed soldiers serving in the main armies and forced in to service, or non-warlike natives in exotic locations. Clubmen are not well suited to battle; all they really want is for outsider soldiers to "get off my land" and leave them alone. If you are really lucky, some of your Clubmen may have brought along an old hunting musket, longbow or crossbow. They are generally unenthusiastic but may be capable of holding ground if under little pressure from your enemies or deployed in the right terrain.

UNIT NAME	Clubmen	POINTS	1
Attack	8+	Attack value	6
Move	6+	Defence value	6
Shoot	7+	Shoot value / Range	6 / 6"
Morale	5+	Maximum Movement	6"
Stamina	1	Special Rules	–

Design Note
Clubmen have a range of just 6" as they are untrained in combat and inexperienced in shooting at human targets.

Models per unit: 12

SPECIAL RULES
- None

UNIT UPGRADES
- None

CLANSMEN
Clansmen are most commonly natives fighting in their traditional manner. These troops are more frequent in Companies from the fringes of Europe (such as Ireland and the Scottish Highlands), and may be renamed Tribesmen in the Colonies of Africa, America, and so forth. Their fierce charge wreaks havoc upon most enemies; they are likely to chase off after enemies in close proximity whether you want them to or not… and they don't have a high Stamina, so you should be cautious of enemies capable of shooting them up from outside of their movement distance.

UNIT NAME	Clansmen	POINTS	3
Attack	5+	Attack value	3+
Move	5+	Defence value	6
Shoot	–	Shoot value / Range	–
Morale	4+	Maximum Movement	8"
Stamina	2	Special Rules	Ferocious; Counter-charge vs Foot; Wild Charge; Fleet Footed

Models per unit: 12

SPECIAL RULES
- **Ferocious:** This unit uses its normal Attack and Defence values when fighting in rough terrain.
- **Wild Charge:** If the unit is within Attack range of an enemy unit, you must test to activate an Attack. Wild Charge may not be used if the unit is Wavering.
- **Counter-charge vs Foot:** When an enemy has successfully diced to Attack this unit, but before it moves, this unit may test for a Counter-charge. This is an Attack at 7+. If it succeeds, the two units meet a proportionate movement distance between their start positions, and both count as Attacking. If it fails, it stands in place for the enemy's charge. This rule does not apply versus Horse units. Counter-charge may not be used if the unit is Wavering.
- **Fleet Footed:** This unit does not halve its movement in rough terrain.

UNIT UPGRADES
- None: All they need is the 'highland charge' and the sound of a bagpipe!

Design Note
The high Attack value of Clansmen represents the impact of their initial charge and the short-range missile weapons used during their charge; but if caught on the defensive they cannot exploit these strengths. If you want to represent 'shooting' clansmen, use Commanded Shot or even Shot units.

REGIMENTAL GUN

Regimental Guns in *The Pikeman's Lament* represent small artillery pieces that might have accompanied infantry units to add short-range grapeshot fire support. An example would be the Swedish 3-pdr regimental guns during the Thirty Years' War.

Guns function in the same way as all other units, except for their field of fire. Normally, unit facing doesn't matter at all, but for Regimental Guns it is another story. As they're quite cumbersome to move and pivot, all guns have a 90-degree fire arc from their front (measured from the gun barrel) and to change this fire arc the gun must be moved/pivoted using a Move action.

Casualties are caused to crew models not the gun itself: a Regimental Gun will Shoot with 12 dice if the crew is above half its starting strength (4 or more crew models), and 6 dice if at half strength or below (3 or fewer crew models).

UNIT NAME	Regimental Gun	POINTS	4
Attack	–	Attack value	–
Move	6+	Defence value	5+
Shoot	8+	Shoot value / Range	4+ / 18"
Morale	5+	Maximum Movement	6"
Stamina	2	Special Rules	–

Models per unit: 1 gun + 6 crew

SPECIAL RULES

- None

UNIT UPGRADES

- **Field guns @ 2 points:** Shoot value / Range becomes 3+ / 48". Movement becomes 0" but the gun may be pivoted as a Move action. This upgrade represents 5-pdr guns and larger.

Looking into the business end of a brace of regimental guns. Miniatures by Redoubt Enterprises and Warlord Games. (Michael Awdry)

3. BATTLE RULES

IMPORTANT RULES CONVENTIONS

The Pikeman's Lament is written with playability in mind; the rules try to keep things as simple as possible while maintaining the feel of Pike and Shot battle. A few general rules are worth noting here, as they apply throughout the rules:
All dice are ordinary six-sided dice and are numbered 1–6.

- For combat results, dice are scored individually, but for orders and Morale tests, roll two dice and add the total.
- Expect high scoring dice to favour you and low scoring dice to count against you.
- Each model is supposed to represent one soldier, although if you decide on a different model ratio it won't affect game play.
- All measurements are given in inches ("), although you may wish to change this to centimetres if playing with 15mm or smaller models.
- Round down fractions unless otherwise noted.
- Distances between units are measured between the closest models of each unit. The distance between these two models counts when deciding if units are 'within range' in the rules.
- There is no 'unit facing' except for Regimental Guns. All models can see, move, and shoot in all directions: in *The Pikeman's Lament*, units move in loose formations and can turn towards threats quickly.
- Use your good sense! The rules will not cover every conceivable situation that arises in miniature wargaming; when something happens that is ungoverned by the rules, or if you have a situation that sits uneasily alongside the written rules, discuss the most sensible way forward with your opponent. In-keeping with the rest of the rules, keep your solution simple.

Dutch Blue guard, supported by a unit of Gallopers; North Star 1672 Miniatures. (Nick Eyre, photo by *Wargames Illustrated*)

WHAT HAPPENS DURING EACH TURN

A game consists of a number of turns, played through a cycle of phases that allow all players to activate their units. Turns are fairly fluid in *The Pikeman's Lament*: you cannot be sure that all of your units will be guaranteed to act in any given turn, and most games last for an uncertain number of turns.

Here's a brief summary of the phases that make up every turn of the game:

- Attacker's activation phase. Player carries out actions until an Ordered activation test is failed.
- Defender's activation phase. As above.
- Additional activation phases. In multiplayer games, carry out an activation phase for each player in the game.
- End of the turn. Begin the next turn of the game unless the game has ended, in which case all players total their Honour to see who wins.

Some missions end when one side has been wiped out or has moved off the battlefield and others end when one of the players has achieved the goals they've been set.

ACTIVATING YOUR UNITS

In *The Pikeman's Lament*, as in real battles, some units will do what you want them to do, others may decide to charge off without orders from you, and others will remain stationary and of no use to you until you've inspired them back to bravery (or threatened to shoot one of them). Battlefield friction means that you might not get to use every one of your units in every turn of the game, so think carefully about what your priorities are each and every turn.

The destruction of the Old Blue Brigade, by Graham Turner © Osprey Publishing. Taken from Campaign 68: Lützen 1632.

When your activation phase begins in each turn, you play through a sequence that allows you to issue challenges, rally Wavering units, make Wild Charges, and give out orders to Attack, Shoot, or Move.

During each of these – except challenges – you test to see how a unit responds by rolling dice. When Rallying units, success recovers their ability to act as a fighting force; when testing for Wild Charges, success sees your units make a headless charge in to their enemies; and when testing for Ordered activations, success allows you to act with that unit (moving, shooting or attacking). Regardless of the type of action occurring, you must immediately carry out and conclude it before choosing another unit to activate; so for example, if your unit is Attacking, resolve that combat (including the removal of casualties and any resulting Morale tests) before moving on to another unit's action.

When your activation phase begins, play through it using the following sequence every time:

- Issue a challenge (if eligible).
- Rally Wavering units.
- Activate Wild Charges.
- Ordered activations.

A unit may normally be activated only once in your activation phase, so a unit that has tried to Rally may not make a Wild Charge or receive an Ordered activation in this turn. But a unit that has tested for a Wild Charge may test for an Ordered activation Move, only, if they didn't made an Attack due to the Wild Charge. If your Officer issues a challenge, his unit may not attempt a Wild Charge or Ordered activation during this activation phase.

Some of your opponent's units might be able to take immediate action as a result of your own unit's activations; these are:

- Counter-charge
- Evade

A unit may only attempt to carry out one of these actions for each Attack it is targeted by; a unit cannot Counter-charge and Evade the same Attack.

ISSUE A CHALLENGE

Your Officer may challenge an opponent's Officer to a gentlemen's duel if the two units are within 12" of each other at the start of your activation phase and your own Officer's unit isn't Wavering. You may only make one challenge per game.

If you challenge the enemy Officer, your own Officer's unit may not attempt Wild Charges or Ordered activations during your activation phase.

When you make a challenge:

- If it is accepted, move both models into space around half way between the two units and fight a duel immediately.
- If it is refused, that cowardly player's units must each immediately take a Morale test, in the same way as if the Officer has been defeated. And since he has disgraced himself, he will also lose 1 Honour at once.

Issuing a challenge overrules any other action the unit would usually need to take: for example, a unit of Clansmen that would usually need to charge at an enemy could be held in place by issuing a challenge earlier in the player's activation phase. Issuing a challenge also prevents a unit from any Ordered activation.

Design Note
You won't always get to activate all of your units every turn so work out your priorities before doing anything! If there is something you wish to achieve this activation phase, try to do that at the first opportunity. Units are more likely to be activated if they're ordered to achieve something they're good at (for example, Gallopers are good at charging into their enemies, Clubmen… less so) so try to manoeuvre your units to ensure that the unit carrying out an order is well suited to it.

Design Note
It is estimated that between 1685 and 1716, French officers fought 10,000 duels leading to over 400 deaths. Before the Battle of Lund in 1676, one Captain of the Danish Life Guards approached the enemy and issued a challenge to the Swedish Life Guards in front of him. A Swedish officer accepted the challenge. Killing the Danish duellist, the plucky Swede then picked up the Danish Officer's sword, raised it to the sky, and the Swedish soldiers cheered his return to their battle lines. The Battle of Lund went on to become one of the bloodiest battles ever fought on Swedish soil.

FIGHTING A DUEL

Duels are fought as the best of three blows (three dice rolled simultaneously), hitting your opponent on a 5 or 6. Unit upgrades do not affect duelling dice rolls, and neither Officers' Stamina value has any effect on hits. If one Officer lands more hits, he will defeat the enemy Officer. The defeated Officer is removed from play, causing an immediate Morale test for his Company; the victorious Officer immediately returns to any legal position within his unit and is awarded 1 Honour for the deed. If an equal number of blows are landed, the duel was a draw and both Officers return to any legal position in their units, with no further effect.

RALLY WAVERING UNITS

Units become Wavering as a result of poor morale, which may be caused by casualties and a variety of other factors; in modern military terminology, the unit has been suppressed. 'Wavering Units' (p.43) goes into more detail on how this affects the unit.

If you have any Wavering units, you must try to rally them at this point in your activation phase. A Wavering unit will rally (remove its Wavering marker) if it successfully passes a Morale test:

- If the test is successful, remove the unit's Wavering marker, but remember that you cannot activate it again during your activation phase. Unless the unit is Wavering again before your next activation phase begins, it can be activated as normal at that time.
- If the test is unsuccessful, the unit retains its Wavering marker, removes one model as a casualty (this model has had enough and runs away), retreats, and takes no further action during your activation phase. It will be at a disadvantage if attacked while Wavering. Failed Rally tests do not end your activation phase.

If more than one of your units must test for Rallying, you may choose the order in which you test; however, all Wavering units must be tested: you can't choose to miss a Rally test. Finally, a unit may only test to Rally if it is Wavering!

See 'Testing Morale' (p.41) for how to make a Morale test and how to retreat; all of the modifiers and rules shown in that section apply equally to Rallying as to any other Morale test.

TEST FOR WILD CHARGES

Some units have Wild Charge listed as a special rule. If any of your units with this rule have not taken a Rally test or include your Officer that have issued a challenge and begin this part of your activation phase within contactable distance of a visible enemy unit, you must test to activate a charge. Wild Charges are tested for even if the target unit is in rough terrain or behind cover.

All Wild Charges must be tested before moving on to any other orders, and each unit's charge should be resolved before moving on to test for other Wild Charges:

- If successful, the unit immediately carries out an Attack activation against an enemy unit of your choice within range.
- If unsuccessful, the unit remains stationary but may test for an Ordered activation Move (only) later in your turn.
- A failed Wild Charge does not end a player's activation phase.

If more than one of your units must test for a Wild Charge, you may choose the

The Charge of the Polish Winged Hussars, by Peter Dennis © Osprey Publishing. Taken from Campaign 191: Vienna 1683.

order in which you test: remember that the outcome of one Wild Charge may change which other units must make the test.

ORDERED ACTIVATIONS

Any of your units that have not yet tested for a challenge, Rallying or made an Attack due to a Wild Charge may be ordered into action in this part of your activation phase. You may choose whether these units move, shoot, or attack; you may also choose the order in which you order your units into action. In general, most of your units will be activated in this way.

A failed Ordered activation test will end your activation phase immediately.

When you choose a unit to activate, you need to point out a unit and state out loud which of these actions the unit is being ordered to carry out:

- Move
- Shoot
- Attack

Some units may also:

- Skirmish
- Caracole

These rules are shown under the relevant troop types' entries in 'Raising Your Company' (p.7).

Gustavus Adolphus charges forward into the fog of Lützen, 1632. Miniatures by Warlord Games. Painted by Michael Leck and Andreas Olsson. (Michael Leck)

When you've announced the action your unit intends to make, carry out an activation test by rolling two dice:

- If your test is successful, carry out this action in its entirety before selecting another unit to activate.
- If your test is unsuccessful, your activation phase ends.

Different types of units have different values for each action; some units are better at certain actions than others.

If you do not wish to order a unit to take any action, carry out any other Ordered activations first and then declare that you're ending your activation phase without ordering any more units.

THE ACTIVATION TEST

When you test for Ordered activation, roll two dice and add the total. Add 1 to your total if your Officer's unit is within 12" of the unit taking the test. Check your total as follows:

- If the total is equal to or higher than the score needed, the unit succeeds and carries out that action. When this is completed, you may choose another unit to activate.
- If the total is lower than the score needed, the unit fails. It remains stationary, taking no action at all, and if this was an Ordered activation your activation phase ends.

Design Note

As not every unit will necessarily move every activation phase, some players will ask why. It could be that the unit is scared and refusing to move, hasn't understood an order, is busy reloading or helping injured soldiers, catching its breath, or cannot see the same dangers as you see with your god-like view over the battlefield. Behind every failed dice roll is a story waiting to be told.

DOUBLE 1 OR DOUBLE 6

If you manage to roll a double 1 or a double 6 when making an Ordered activation test, your Officer might have made a fool out of himself… or maybe managed to perform a really heroic deed! After you finish making the activation for which you just tested, roll one die and consult the table below.

After the effect has been resolved your turn ends as usual if you rolled a double 1; it does not matter if you are a Natural Leader or Commanding you may never re-roll a double 1. If you rolled a double 6 you can, of course, continue your turn.

Die Roll	Double 1 Effect	Double 6 Effect
1	Your senior officers need some of your units for another mission and call them back from your command. Immediately remove at least 4 points of your units from the gaming board, your choice. The unit counts as routed for your Company morale or mission goals. The removal of units may only happen once during each game, if you roll a 1 a second time the unit you just tried to activate automatically Waver due to dubious orders from senior officers.	If you have any Wavering units, one of them Rallies at once without needing to test.
2	Retreat at the double! The unit you just tried to activate makes a full move away from the closest enemy unit.	Your Officer acts with panache and gains +1 Honour to his total score in this mission.
3	Retreat! The unit you just tried to activate makes a half move away from the closest enemy unit.	If you have any Shot units that have used their First Salvo, one of them may use First Salvo once again.
4	Attack! The unit you just tried to activate makes an Attack against the closest enemy unit. If there is no unit close enough to contact, the unit still moves a full move towards the closest enemy unit.	You may immediately roll for a new Ordered activation with the unit you just activated, unless the unit is Wavering.
5	The unit you just tried to activate automatically Waver due to your poor command.	The unit you just tried to activate gains an Agitator, Priest or Hero, as per the Spending Your Last Couple of Point rules.
6	Your Officer acts without panache and loses 1 Honour from his total score in this mission.	Your senior officers see an opportunity in your mission and send 4 points of reinforcements that arrive from your deployment zone by a move action. The unit counts as an extra unit for your Company morale or mission goals. This may only happen once during each game; if you roll a 6 a second time or you don't have the spare unit available you may freely choose one of the above effects.

ENDING YOUR ACTIVATION PHASE

Your activation phase will end in one of three ways:

- If your test to carry out an Ordered activation fails.
- If you have tested to activate each of your units once.
- You have tested all Wavering units and Wild Charges, and have decided not to activate any or all of your other units.

Remember that a failed test for Wavering units or units subject to Wild Charge does not end your activation phase; also remember that each of your units may normally only be tested for activation once during your phase.

When your activation phase ends, the next player begins his activation phase. The turn ends when everyone has taken their go.

MOVING

A unit may be ordered to Move during your activation phase. A Move may not be used to contact with an enemy (only Attack activations allow that) or to move within 3" of an enemy unit. Models may not move within 3" of an enemy if not attacking them.

MOVING YOUR UNIT

Movement is kept simple and as free as possible, and you may move each model up to the maximum shown below with no restrictions other than terrain and unit proximity. By the end of the movement, each model must abide by the unit cohesion rule below.

Maximum movement distances in open terrain are:

- Dragoons: 12"
- Gallopers: 10"
- Trotters, Commanded Shot and Clansmen: 8"
- All other Foot: 6"

When moving, all models in a unit must aim to end their movement within unit cohesion i.e. 3" of a central model. If this unit cohesion is broken for any reason, the unit must try to correct this next time it Moves, Retreats, or Attacks (but may choose to Shoot instead).

Each model moves individually in any way it wishes. Models may move sideways, backwards, or at any angle during the move.

Trotters move forward! Miniatures by Bicorne and Renegade. Painted by Michael Siwak and Richard Lloyd. (Richard Lloyd)

We recommend not getting too caught up in exact measurements: move a few of your models by measuring the correct distance and move the rest of the unit using these models as approximate distance markers.

Design Note
Plastic or MDF movement trays may be used to move your units around the battlefield more efficiently. If you choose to use them, be prepared to be generously flexible with measurements, determining cover, and so on. The same applies for models on communal multi bases.

UNIT COHESION

Individual models move independently but at the end of their move must conform to unit cohesion. Choose one model from the unit, and at the end of the unit's movement, all models must be within 3" of that model. Some players decide to model a standard bearer or musician model to use as the cohesion model every turn, but you may instead choose a different model in different turns if you prefer. For Regimental guns, you must use the gun itself as the cohesion model.

Models in a unit should not be in base-to-base contact; keep a small gap between each model and manoeuver them around the tabletop in rough clumps… there are no neatly regimented lines of soldiers in *The Pikeman's Lament* world.

Keep at least 1" between friendly units and at least 3" between enemy units unless they are fighting this makes it clear which unit is which and acts as a zone of control for each unit, remember the difference between friends and enemies as it might influence some tactical gimmicks on the gaming table. The only time that units may be in contact with another is during the Attack sequence, and models may never move within 3" of an enemy unit at any other time.

As no friendly unit may move within 1" of another unit, friendly units may not move through one another.

HOW TERRAIN AFFECTS MOVEMENT

Rough terrain halves all movement inside it (if moving into rough terrain with 4" of move left, the unit may only move 2" into the terrain), unless the unit is Fleet Footed. Work out how much of your unit's movement has not been used at the point it reaches the rough terrain, and halve what is left when moving into the terrain.

Movement in rough terrain is applied to individual models rather than whole units: some models in a unit may suffer reduced movement because they are in rough terrain, while others move their full distance because they are not in rough terrain. Remember to maintain unit cohesion at the end of a unit's movement.

Obstacles are moved up to, halted at, and then moved over with no delay during your unit's next movement.

Impassable terrain cannot, of course, be crossed.

SHOOTING

A unit may be ordered to Shoot only if it has a Shoot value in its profile. There must be a target unit within sight and range for a unit to be given this order. As long as one model from each unit is within range and line of sight, Shooting takes place and casualties may occur to any models in the target unit.

The sequence for Shooting is:

- Choose a target unit.
- Shoot! Shooting unit rolls to hit.
- Target unit removes casualties (and tests for lucky blows).
- Target unit tests Morale if needed.

The target unit never shoots back, even if armed with shooting weapons: it's too busy finding cover and shielding itself.

SHOOTING RANGES

Different troops are armed with different weapons that are effective up to different distances. Maximum shooting ranges in *The Pikeman's Lament* are:

- Shot, Forlorn Hope and Regimental Gun: 18"
- Dragoons and Commanded Shot: 12"
- Trotters and Clubmen: 6"

So long as one model from your Shooting unit is within maximum range of one model of the target unit, your unit may Shoot.

An important rule to remember is that up to 12" range all models in your unit roll to hit using their Shoot value; beyond this distance, they subtract 1 from each dice rolled.

CHOOSING A TARGET

The following rules guide you through choosing a target for your Shooting unit:

- Line of sight is all around: there are no firing arcs and it does not matter which direction a model is facing. One exception to this rule is that Regimental Guns have a 90-degree fire arc, measured from the front of the gun barrel of the model.
- Units in cover may be targeted, but units may not shoot at targets completely hidden behind trees/buildings or other Obscuring terrain. Models in your Shooting unit do not block line of sight, but other units can.
- A target unit counts as in cover if the majority of models are shielded from the majority of the Shooting unit by other units – friend or foe – or by terrain (see 'Terrain', p.44). A shooting unit may shoot through gaps between other units and/or terrain so long as there is at least a 3" gap to shoot through.
- Although you may choose your own target, an enemy unit able to contact the Shooting unit during its next activation must be chosen as a target in preference to a unit unable to contact the Shooting unit during its next activation phase.
- If more than one target is available, you may choose which unit to target.
- Units cannot split shooting between target units: all shots are directed at one unit.

The arc of fire for a regimental gun. Miniatures by Warlord Games and Wargames Factory. (Michael Leck)

RESOLVING SHOOTING

Once you've chosen your target, add up the number of dice your Shooting unit will target them with:

- 12 dice if your unit is above half its starting strength (7 or 4 models depending on the troop type).
- 6 dice if your unit is at half its starting strength or below (fewer models than shown above).

Roll that number of dice and apply the following modifier to the scores if applicable:
-1 to each dice score if 12" or further from target.
Any result equalling or bettering your unit's Shoot value is a hit. If the target is in cover, the terrain improves their Stamina rather than reducing the Shooting unit's ability to hit.

REMOVING CASUALTIES

Once the Shooting unit has rolled its dice, compare the final number of hits against the Stamina value of the target unit. For every number of hits equalling the target's Stamina, remove one model from the target unit:

- Units with Stamina 1 remove one model for every hit inflicted.
- Units with Stamina 2 remove one model for every two hits inflicted.
- Units with Stamina 3 remove one model for every three hits inflicted.
- Units with Stamina 4 remove one model for every four hits inflicted.
- Any leftover hits are ignored.
- Cover increases Stamina by 1.

The London Trained Bands fight off Royalist Horse, by Graham Turner © Osprey Publishing. Taken from Campaign 116: First Newbury 1643.

For example, 5 hits inflicted on a unit with Stamina 3 will cause only one casualty; the remaining two hits bounce off armour with no effect.

Starting with models within the Shooting unit's missile range, the target unit's player removes a number of models equal to the casualties inflicted. If all models that were within missile range have been removed and there are still outstanding casualties, remove them from other models within the unit. When removing casualties remember to maintain the unit's cohesion.

If the target unit includes an Officer, the owning player must test to see if the Officer has been killed before removing any models.

A unit taking casualties must immediately make a Morale test (see 'Testing Morale', p.41).

CHECKING FOR OFFICER LUCKY BLOWS

Every time your Officer's unit loses at least one casualty during Shooting (but not during a Morale test), roll two dice to see if he falls to a lucky blow. If the score is a double 1, your Officer must be chosen as one of the casualties.

Unless killed in this way, your Officer will always remain the last model in his unit; when your Officer is the last model in the unit and further casualties are taken, there's no need to test… there's no-one else left who can die first! A slain Officer causes Morale tests.

ENDING SHOOTING

Once you have determined and removed casualties from the target unit, that unit will need to take a Morale test if it suffered any casualties. When the Morale test has been resolved, your Shooting unit's activation ends and you may move on to activate another unit from your Company.

HOW TERRAIN AFFECTS SHOOTING

Cover increases Stamina by 1 (so a unit with Stamina 2 becomes Stamina 3 when in cover); Obscuring terrain blocks line of sight – but units can see through woods and smoke up to 3", although the target unit still counts as in cover.

A target unit counts as in cover if the majority of models in the unit benefit from the terrain against the majority of the Shooting unit. Area terrain should be pretty simple to judge; obstacles as cover are a little tougher – as a general rule for Shooting, models benefit from obstacles if within 3" of it (and on the other side to the shooting unit, obviously!). If there is any doubt, allow the unit to be in cover – real soldiers find it easier to find a hole than model soldiers do.

A unit entirely hidden from the Shooting unit by Obscuring terrain cannot be targeted as there is no line of sight; if some models are within line of sight, the target unit counts as being in cover but can be shot at.

The blue-coated Dalregiment shoot at Scanian rebels behind a fence; the target is in cover as more than half of the target unit is shielded behind the fence. Miniatures by Wargames Factory and Warlord Games. Painted by Michael Leck and Sören Christensen. (Michael Leck)

ATTACKING

A unit may only be ordered to Attack if there is an enemy unit within movement distance of it, using this order to contact an enemy unit. When models in the unit have been moved into contact, they will immediately fight; that's what Attacks are all about!

Attack move distances are the same as Move distances: the only difference is that Attacks end in contact with the enemy (and many units have different activation values for Moving and Attacking). Some units must attempt to Attack enemies within range because they are subject to Wild Charges.

The sequence for an Attack is:

- Choose a target unit
- The target unit may take an action if allowed (Evade or Counter-charge)
- Move Attacking unit into contact.
- Fight! The Attacking unit uses its Attack value, and the unit being attacked uses its Defence value.
- Both sides remove casualties and test for lucky blows.
- Units test Morale if required.
- If both units are still in contact, one unit will retreat.

MOVING INTO CONTACT

Models in a unit may see all around: there are no charge arcs or facings in *The Pikeman's Lament*. Line of sight may prevent a unit from Attacking, as it may only Attack a unit that at least one of its models can see at the start of its activation. Models in your own unit do not block line of sight, but other units can.

If more than one enemy unit is within sight and range, the Attacking player may decide which to target (remembering that a unit may not move within 3" of another unit unless charging it). Only one unit may be contacted in an Attack move. If the target unit is directly behind an obstacle, the Attacking unit contacts it by moving up to the obstacle and halting against it.

All models in both units fight, whether in base contact or not. Miniatures by Warlord Games. Painted by Jesper Ohlsson and Gunnar Holmbäck. (Michael Leck)

Use these guidelines when moving an Attacking unit into contact with its target unit:

- Move each model in the Attacking unit up to its maximum Move distance.
- Move as many models as possible into contact with a model in the target unit.
- Regardless of which models are in contact with an enemy, all models in both units will fight.

ENEMY COUNTER-CHARGES AND EVADES

Some units may make a Counter-charge or Evade move when Attacked. When you declare the target of your attack, your opponent may tell you that his unit intends to try one of these special moves.

The target unit tests for activation and, if successful, carries out the reaction according to the rules shown under troop types. The Attacking unit then moves as ordered. If the target unit fails its activation, it does not move and the Attack continues.

Units may only attempt to Counter-charge or Evade if this Trait is allowed to that troop type (listed under the unit's Special Rules).

RESOLVING ATTACKS

Once you've moved your Attacking unit into contact with the target unit, add up the number of dice both units will fight with:

- 12 dice if your unit is above half its starting strength (7 or 4 models depending on the troop type).
- 6 dice if your unit is at half its starting strength or below (fewer models than shown above).

Roll that number of dice and apply the following rules if applicable:

- Units in rough terrain fight with Attack and Defence of 5+, unless they have the Ferocious special rule, and Stamina of 2.
- Wavering units only hit on 6.

Any result equalling or bettering your unit's Attack value (if Attacking) or Defence value (if Defending) is a hit.

REMOVING CASUALTIES

Once both units have rolled their dice, compare the final number of hits against the Stamina value for both units. For every number of hits equalling the target's Stamina, remove one model from the target unit:

- Units with Stamina 1 remove one model for every hit inflicted.
- Units with Stamina 2 remove one model for every two hits inflicted.
- Units with Stamina 3 remove one model for every three hits inflicted.
- Units with Stamina 4 remove one model for every four hits inflicted.
- Any leftover hits are ignored.
- Cover increases Stamina by 1.

For example, 3 hits inflicted on a unit with Stamina 2 will cause only one casualty; the remaining hit is deflected by armour and parried by swords with no effect.

Starting with models in contact with any enemy model, both players remove a number of models equal to the casualties inflicted. If all models that were in contact

have been removed and there are still outstanding casualties, remove them from other models within the unit. When removing casualties, remember to maintain unit cohesion.

If the target unit includes an Officer, the owning player must test to see if the Officer has been killed before removing any models.

A unit taking casualties must make a Morale test as noted in 'Ending Attacks' (p.40), regardless of whether it is the Attacking or target unit. See 'Testing Morale' (p.41) for how to carry out this test.

CHECKING FOR OFFICER LUCKY BLOWS

Every time your Officer's unit loses at least one casualty during an attack (but not during a Morale test), roll two dice to see if he falls to a lucky blow. If the score is a double 1, your Officer must be chosen as one of the casualties.

Unless removed from battle in this way, your Officer will always remain the last model in his unit; when your Officer is the last model in the unit and further casualties are taken, there's no need to test… there's no-one else left who can draw the fire! A fallen Officer causes Morale tests.

The push of pike at the Battle of Honnecourt, 1642, by Gerry & Sam Embleton © Osprey Publishing. Taken from Men-at-Arms 481: The Spanish Tercios 1536–1704.

ENDING ATTACKS

Once you have determined and removed casualties from both units, either unit must take a Morale test if it suffered any casualties.

If both units are still in contact after any Morale tests have been taken (or if no tests were required):

- The unit that removed most casualties during this Attack must retreat (see 'Retreating', p.43, for distances). If at the end of this retreat some models still remain within 3" of the enemy that the unit was fighting, continue to move those models until they are 3" away. The retreat must be directly away from the unit it fought.
- If both units suffered equal (or no) casualties, the Attacking unit retreats as described above.
- No units will remain in contact or within 3" of any other by the end of an Attack.

If a unit cannot fall back the required distance due to terrain or other units blocking its path, it tests for casualties as shown in 'Retreating' (p.43).

When Morale tests and any additional movement have been concluded, your Attacking unit's activation ends and you may move on to activate another unit from your Company.

COMPULSORY FOLLOW UPS

If a unit of Gallopers, Clansmen or a unit with the Wild Charge special rule wins the melee and pushes its enemy back, it must follow up in contact and immediately fight a second melee against that same unit. It cannot follow up more than once per turn, and may only follow up if it was the Attacking unit or made a Counter-Charge.

If the original unit the unit was fighting has been removed from play, the attacking unit must choose to attack another unit within a move of its current location; it will not follow up after this second combat. If there is no unit to attack, it moves a full move towards the closest enemy unit.

Heroic Swedish Shot make good use of the cover provided by a fence. Miniatures by Warlord Games. (Michael Leck)

STORMING A DEFENCE

If an attacking unit wins a melee against an enemy that is defending an obstacle, building, or similar, it may move into the exact same space previously occupied by the defender (but not advance further). This represents the storming of a defensive position.

HOW TERRAIN AFFECTS ATTACKING

Rough terrain changes most units' Attack and Defence values to 5+ and their Stamina becomes 2 regardless of their usual profile. If one unit counts as in rough terrain, both units involved in the combat do: it's never the case that the terrain affects only one of the units fighting. Units with the Ferocious special rule are not affected by rough terrain regarding Attack and Defence values, but Stamina is still effected. If you're up against Gallopers, try to take them on in rough terrain. And if you have Clubmen, plonk them into rough terrain and see how they terrify your enemies (especially if you can lure in units that make Wild Charges)!

Cover increases the Defending unit's Stamina by 1 (so a unit with Stamina 3 becomes Stamina 4 when in cover); cover in rough terrain makes most units' Stamina 3.

Hills count as cover if defending an Attack and uphill of the Attacking unit, but have no effect on Shooting (other than blocking line of sight).

Obscuring terrain blocks line of sight for Attacks – but units can see through woods and smoke up to 3".

A unit counts as in cover or rough terrain if the majority of models in the unit benefit from the terrain against the majority of the Attacking unit. Area terrain should be pretty simple to judge; obstacles count as cover to a unit being attacked only if the unit counts as 'in cover' (majority rule as above). If there is any doubt, allow a unit to be in cover – real soldiers find it easier to find a hole than model soldiers do.

Design Note

Rough terrain is a great leveller of fighting ability in The Pikeman's Lament as it prevents the momentum of charges, provides cover for both attacker and defender, and generally prevents soldiers fighting in the manner to which they are accustomed.

TESTING MORALE

WHEN TO TEST MORALE

Morale tests must be taken by any unit immediately during play if your:

- Unit has taken casualties from Attacking or Shooting.
- Unit is attempting to rally to remove a Wavering marker.
- Unit becomes your only unit remaining on the table.
- Officer is a casualty or flees the table.
- Officer refuses a challenge.
- Company has had half or more points of units removed from play.

The first three situations affect only the individual unit but the final three affect all units remaining in your Company.

Make a test immediately and only when it is triggered; for example, don't continue to test each and every turn after your Officer has been a casualty, only at the point he falls. As indicated above, some tests affect only one unit but others affect your entire Company.

If two or more factors from the list occur at once (such as the Officer falls and the unit is taking casualties), only take one Morale test per unit rather than a test for each applicable factor. The loss of models from a Morale test does not trigger a further Morale test for that unit!

HOW TO TEST MORALE

When a Morale test is needed for any unit, take the following actions:

- Roll two dice and add the total.
- From this total subtract 1 for each casualty the unit has suffered in the game so far (so if you've lost 4 models, subtract four from your total).
- Subtract 1 from this total if your Company has had half or more points of units removed from play.
- Add 1 to your total if your Officer's unit is within 12" of the unit taking the test.
- Compare your final score to the unit's Morale score.
- If you have equalled or bettered the Morale score, there's no effect unless you're attempting to remove a Wavering marker as a Rally activation, in which case you must now remove it. If your score is lower than your Morale score, you have failed the test.

FAILING A MORALE TEST

If your unit fails a Morale test, the outcome depends on how badly they failed. The unit might just retreat from immediate danger and spend some time licking its collective wounds, or it might decide that enough is enough and rout from the battlefield. Resolve the outcome shown below immediately:

- If you've failed a Morale test but your final score is greater than 0, your unit must retreat (see below). Your unit also becomes Wavering after retreating.
- If you've failed a Morale test and your final score is 0 or a negative number, your unit loses heart completely and flees the table in rout. Remove it immediately.
- A Wavering unit that receives another Wavering result loses a model of the owner's choice in addition to retreating.

Perry Miniatures Elite Gallopers drive away rival Shot – let's hope they've read the rules about Retreating! (Alan and Michael Perry)

RETREATING

When a unit retreats, it must move directly away from the unit that caused the retreat and must not go within 3" of any enemy unit or within 1" of any friendly unit at any time during the retreat:

- A retreating unit moves half of the unit's normal movement distance, affected as usual by terrain.
- If at the end of this move some of your models remain within 3" of the enemy unit that caused this retreat, continue to move those models until they are 3" away. You are not penalized for individual models having too short a movement distance to complete the retreat: in this instance they're happy to run a bit faster.
- Being unable to move the full distance required due to impassable terrain or other units blocking the path is more dangerous, as shown below. Remember that you may not move within 3" of enemy units, and that even friends can block the path of your retreat in this way.

Terrain affects the distance moved during a retreat in the same way as for any other movement. A retreat must always try to move the full distance required, although a couple of unusual situations may arise:

- **Units unable to retreat the full distance required:** If a unit cannot retreat its full move (for example, if unable to pass by enemy units without moving within 3" of them or being trapped against impassable terrain or friendly units) it moves as far as possible and then rolls one die, comparing the result to its Morale value. If the dice roll is lower than the unit's Morale value, it must remove a number of models equal to the dice result. These models have surrendered, been killed, or managed to flee the table.
- **Units retreating off the table:** If any model from a unit moves off the table as the result of a retreat, remove the entire unit and count it as routed. It may not re-enter the battlefield during the game.

WAVERING UNITS

When a unit is Wavering, place a marker or casualty model with it to remind all players that the unit is Wavering. A Wavering unit:

- Must test to remove its Wavering marker (Rally) at the beginning of the owning player's next activation phase.
- May not be activated other than to Rally.
- Only hits enemies on a 6 if it is Attacked whilst Wavering.
- May only move as the result of a failed Morale test.

The only way a Wavering unit may remove its marker is by Rallying (or by fortuitously rolling a double 6 followed by a 1!); success in any other Morale test does not remove the marker.

Receiving another Wavering result from a Morale test when already Wavering means that the unit must lose a model and retreat. A Wavering unit may not Wild Charge, Counter-charge or Evade an attacking enemy and nor may it Shoot. If your Officer's unit is Wavering, your Officer may not issue challenges or use any Officer special rules.

4. MISSIONS

Missions are the key to a good game. If you play through the missions presented in this section you'll find a role for all units somewhere (well, maybe not Clubmen, but pretty much everyone else!). At times, the one-trick pony that is a Galloper unit might lose you the game, and at other times the speed of a unit of Dragoons might just earn you a victory.

SETTING UP A GAME

You may either choose a mission with the agreement of your opponent, or decide randomly by rolling a die twice and consulting the following table:

First Roll	Second Roll	
	Even	Odd
1	Mission A: Gå På!	Mission F: Steak on the Hoof
2	Mission B: Patrol	Mission G: Beating Up Quarters
3	Mission C: The King's War Chest	Mission H: Storm the Redoubt
4	Mission D: River Crossing	Mission I:- Foraging at the Village
5	Mission E: Morning Attack	Mission J: Rescue Mission
6	Roll again and select the appropriate mission from the Odd column.	Roll again and select the appropriate mission from the Even column.

For your first game, we recommend that you try the Mission A: Gå På! This is a pretty straightforward fight that allows you to focus on learning the rules rather than remembering what you need to do to win: just kill all of your enemies.

Once you've decided on the mission you're playing, organise the game as follows:

- Set up terrain
- Decide who is attacking and who is defending
- Select your Company's composition
- Deploy Companies
- Choose and announce Special Orders
- Begin the first turn

TERRAIN

Before beginning your game, agree with your opponent how each type of terrain is going to affect the battle, using the guidelines shown here. There are no hard and fast rules governing how much terrain you should place; Missions may specify exact requirements but we suggest aiming for at least one piece of terrain on each quarter of your tabletop.

The Pikeman's Lament keeps terrain as simple as possible; there are five broad categories of terrain:

- **Rough terrain:** such as marshland, wide streams or rivers, deep snow, villages, very steep hills for units moving up them, and woods. This is area terrain that slows down movement within it and is harder for most units to attack in.
- **Obstacles:** such as ditches, fences, and walls. This is usually linear terrain that temporarily holds up units as they attempt to cross it.
- **Obscuring terrain:** Hills, woods, villages and other terrain that prevents units seeing what lies beyond.

- **Cover:** such as walls, fences, villages and woods. These reduce casualties to units benefitting from this terrain category.
- **Impassable:** such as deep rivers, ravines and cliffs. Models can't move over these, and casualties are caused if a unit blunders into impassable terrain.

A unit counts as in cover or rough terrain if the majority of models in the unit are in the terrain, or are shielded from the majority of the shooting/attacking unit. A unit that is not in rough terrain itself still counts as such when Attacking a unit that is; but when Moving, the models in a unit move individually so some (outside of the terrain feature) may move at full speed while those on a terrain feature move more slowly.

Many types of terrain count fall into more than one category, for example:

- Hills are cover when defending an Attack and higher than your enemy… and obscuring terrain from the 'other' side… and very steep hills are rough terrain when moving up them.
- Woods are rough terrain… and obscuring terrain… and cover.
- Walls are obstacles… and cover.
- Buildings are obscuring terrain… and cover.

Agree with your opponent how you will define each piece of terrain before you begin each game; also agree how the effect of combined terrain types will be handled (for example, whether areas of scrubland should just count as rough terrain or also count as cover). Rules for applying these guidelines can be found in the relevant sections on how terrain affects movement (p.33), shooting (p.36), and attacking (p.41).

Sobieski's Polish troops, Vienna 1683 (L–R): Trumpeter, Sieniawski's Dragoons; Pikeman; Musketeer, by Angus McBride © Osprey Publishing. Taken from Men-at-Arms 188: Polish Armies 1569–1696 (2).

CHOOSING ATTACKERS AND DEFENDERS

If you are playing a mission based on an historical encounter the Attacker and Defender should follow history's precedent. However, if you're playing a random mission, you'll need to dice for Attacker and Defender.

Both players roll a die: the highest scorer becomes the Attacker. Add +1 dice roll to the Company with the most Dragoons and Commanded Shot. The Company with the highest combined number of Horse units wins ties.

Unless noted differently in the mission you're playing, the Attacker chooses his or her deployment area first and goes first in each turn.

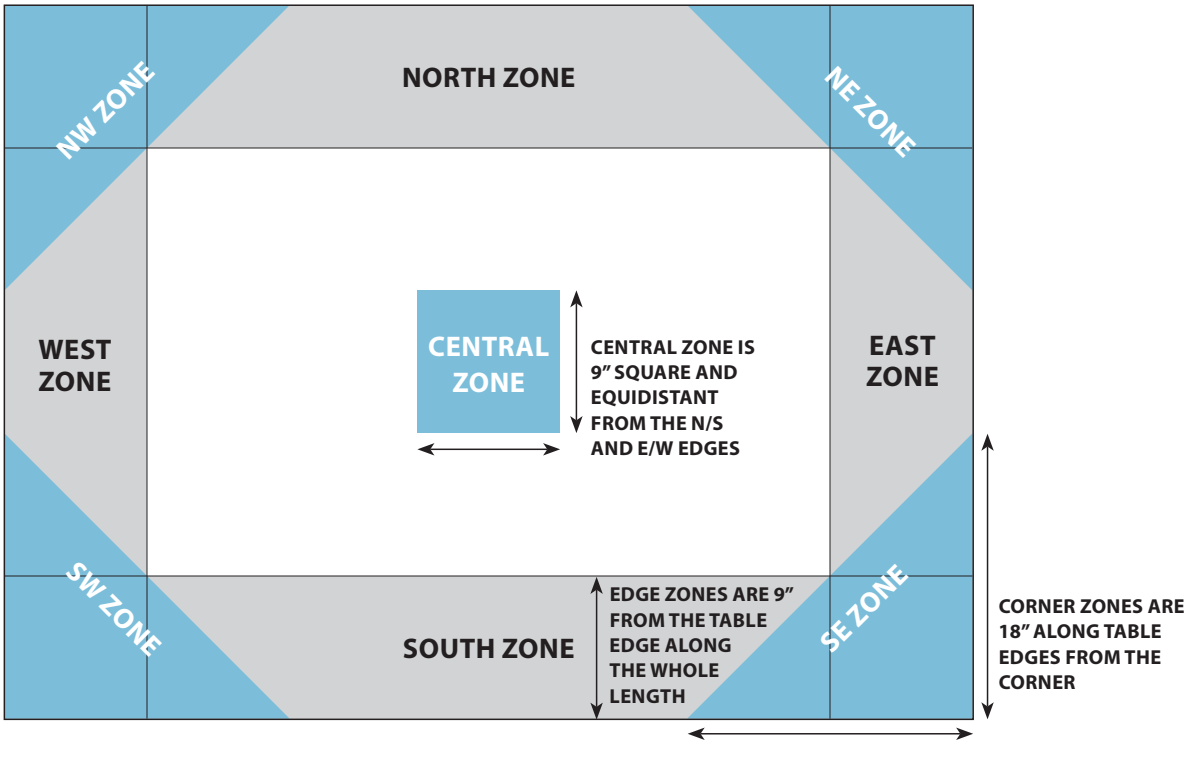
DEPLOYING YOUR COMPANY

Unless noted differently in your mission set-up, deploy as follows:

- Defender deploys any Foot units except for Commanded Shot; Attacker does the same.
- Defender deploys any Horse units except Dragoons; Attacker does the same.
- Defender deploys all Dragoons and Commanded Shot; Attacker does the same.

If you run out of space to legally deploy units in your deployment zone, the remaining units start off the table and must successfully make a Move activation during your activation phase, measured from the edge of the table. A unit may only enter the game in this way if there is space for the unit to deploy, and it may not make a Wild Charge, Counter-charge or Attack to enter play.

Where a mission's set-up states that a certain number of points must be deployed in specific ways, this is for standard 24-point Companies. Adjust this according to the size of Company you are playing with.


NW ZONE
NORTH ZONE
NE ZONE
WEST ZONE
CENTRAL ZONE
CENTRAL ZONE IS 9" SQUARE AND EQUIDISTANT FROM THE N/S AND E/W EDGES
EAST ZONE
SW ZONE
SOUTH ZONE
EDGE ZONES ARE 9" FROM THE TABLE EDGE ALONG THE WHOLE LENGTH
SE ZONE
CORNER ZONES ARE 18" ALONG TABLE EDGES FROM THE CORNER

CHOOSING YOUR SPECIAL ORDERS

Every mission awards Honour for achieving your goals. In addition, each Officer may gain Honour by completing Special Orders selected before the game begins – amazing feats that their Company must achieve during the game. You may choose up to three Special Orders per mission, allowing you to pursue your own agenda on the tabletop and the potential to win even if you don't achieve the mission's goal.

You should agree either to announce your Special Orders to your opponent before the game begins, or write them down and keep them secret until the end of game. Choose Special Orders once the table is laid out and the Companies have deployed, as this makes it easier to indicate target units and so forth. More than one player may choose each Special Order, so you may find you're striving to achieve the same as your opponent.

The more of these Special Orders you complete, the more Honour you'll score at the end of the game, but beware: every Special Order you fail to achieve loses you 1 Honour from your final total (regardless of how much Honour achieving it would have gained you). Honour is scored for Special Orders even if you lose the mission's main objective.

The list below shows some examples of Special Orders to help you through your first few games, but feel free to come up with new ones that can be used by both yourself and your opponents. Special Orders should always be worth between 1 and 3 Honour, scoring more points the harder they are to achieve.

3-Honour Special Orders	
"This time it's personal"	You must kill the enemy Officer in a duel or Attack. Routing the enemy Officer does not count as a success. If the enemy Officer refuses your challenge and also survives the game, you succeed but score only 1 Honour.
"Stand firm"	None of your units may rout or retreat off the tabletop (they may be wiped out or leave to fulfil mission goals).
"Draw no more than your handkerchief from your pocket"	Your Officer's unit may not Attack or Shoot at another unit, or itself be Attacked.
"The hens attack the fox"	Your lowest points value unit must force your opponent's highest points value unit to retreat or be wiped out (you may only choose this if your lowest value unit costs 3 points or less; if two or more enemy units are tied on points value, you must indicate/write down which you are targeting at the start of the game).
"Slice them in half"	Rout/kill units worth 12 points in one turn.
2-Honour Special Orders	
"Beat the butcher's bill"	Your Company must rout/kill more enemy units than you lose (the actual number of models destroyed is not relevant).
"Show no mercy"	Your Company must rout/kill at least half of your enemy's total number of units (the actual number of models destroyed is not relevant).
"Push of the pikes"	Your Company must rout/kill more individual models with Attacks than Shooting (put the casualties in two separate piles!).
"I dislike the cut of their jib"	Your Company must rout/kill your opponent's highest point value unit; if two or more have the same point value, you must indicate/write down which you are targeting at the start of the game.
"Strike them hard"	Destroy two enemy units in one turn.
1-Honour Special Orders	
"Charge"	One of your units must declare the game's first Attack.
"Break them"	One of your opponent's units must make the first failed Morale test of the game.
"Eat the rich"	Your Officer must issue a challenge; if your opponent refuses the challenge it is still a successful Special Order.
"All-out attack"	Each of your units must succeed in making at least one Attack during the game (regardless of casualties inflicted).
"Run rings around them"	At the end of one turn of the game, have one of you own units closer to the enemy's base line than any of their units.

WINNING A GAME

Victory in a game of *The Pikeman's Lament* is decided by the amount of Honour (victory points) a Company amasses at the end of the game. Battles are rarely fought for a set number of turns, as game play is so fluid. Because of this, missions should have defined end points.

If you are playing without a mission, keep playing until a turn begins with 5 or fewer units remaining in the game. When this happens, roll a die at start of turn… if the score is higher than number of units left on table, this is the final turn so it's time to grab that Honour!

Each mission has Honour awarded for fulfilling your goals. The player with the most Honour at the end of game is the winner. Many missions have just one goal, which awards 5 Honour, but some missions offer variable Honour. Your Officer adds the Honour accumulated in each mission to your running total in a campaign to receive promotions and new Traits. Add this when the game has ended.

Unless explicitly stated in the mission, you cannot score Honour with Wavering or retreating units (so if your Special Order is to occupy an area or move off the board, units that do so by retreating do not count). The one exception is that Wavering units can still gain Honour if being attacked.

It's fun to agree with your opponent before the game begins that an extra Honour will be awarded if either player manages to live up to their Officer's Traits either by role-play or dice play. Only agree to this if you're prepared to be generous to your opponent!

Perry Miniatures Scottish Covenanters defend a bridge (but are not in cover). (Alan and Michael Perry)

MISSION A: GÅ PÅ!

The Gå På! mission is a straightforward fight between opposing Companies. It's also a good mission for multiplayer games or for your first game of *The Pikeman's Lament*. This mission represents the multitude of large skirmishes fought time and again during the Pike and Shot period and can also be a small part of a larger battle.

Both the Attacker and Defender must attempt to rout their enemies to achieve victory.

SET-UP

The Attacker deploys along the North edge and the Defender deploys along the South edge. You may wish to experiment with deployment: starting with all units off table and needing to pass a Move order to enter the table, for example.

SPECIAL RULES

- None

ENDING THE MISSION

Keep playing until a turn begins with 5 or fewer units remaining in the game. When this happens, roll a die at the start of the turn. If the score is higher than the number of units left on the table, this is the final turn.

VICTORY CONDITIONS

Both Attacker and Defender add up the point value of enemy units routed or wiped out before the game ends; damaged units still in play are not counted. The player with the higher score wins 5 Honour (+/- Special Orders). Players tied for first place gain 3 Honour each (+/- Special Orders).

Let battle commence! Miniatures by Renegade and Bicorne. Painted by Michael Siwak and Richard Lloyd. (Richard Lloyd)

MISSION B: PATROL

Both Companies are seeking good places for their army to quarter. As they move around the countryside they stumble upon each other, on the same business. Both sides know that they should really be reporting in elsewhere, so fight a running engagement as they pass by one another.

SET-UP

Play lengthways along the table. No special terrain rules, a fairly open table is recommended. The Attacker starts in the NW Zone and must move off the SE Zone and the Defender starts in the SW Zone and must move off the NE Zone. Players take it in turns to deploy one unit at a time.

SPECIAL RULES

- The Attacker is activated first in every turn.
- A unit is removed from play when the first model in it touches the opposite table edge. These units count as 'passed off the table' for Special Orders. If a unit retreats off the table, it does not count as 'passed off'.

ENDING THE MISSION

End the mission when a number of turns have been played equal to two and a half times the minimum number of moves the slowest unit in the game needs to cross the board on the shortest line (so if the slowest unit moves at 6" and you are playing along a 6' table, the game will last up to 15 turns).

VICTORY CONDITIONS

Both Attacker and Defender add up the point value of their own units that 'passed off the table' before the game ends. The player with the higher score wins 5 Honour (+/- Special Orders). Players tied for first place gain 3 Honour each (+/- Special Orders).

French cavalry; North Star 1672 Miniatures. (Nick Eyre, photo by *Wargames Illustrated*)

MISSION C: THE KING'S WAR CHEST

The convoy carrying the Defender's war chest has paused by a lake for the guards to take a bath. The convoy is only lightly guarded, so as not to draw any extra attention, but the Defender has reinforcements close by. The Attacker has gained knowledge about the transport and wants to capture the war chest, as that would badly hurt the enemy's war efforts.

SET-UP

A lake/river runs along the North Zone of the table and a road goes in the middle of the table from the West Zone to the East Zone. The Defender sets up 3 war chest wagons in the Central Zone. He also places 4–6 points of units in contact with the lake/river. The remainder of the Defender's company will arrive as reinforcements from the East or the West Zone from Turn 2 by using Move actions, roll a die to determine which side they arrive from 1–3 from the East, 4–6 from the West. The Attacker starts in the South Zone.

SPECIAL RULES

- The Attacker is activated first in every turn.
- A war chest wagon only moves if it is escorted by a unit. A unit may only escort one wagon.
- A unit escorting a war chest wagon has a maximum movement of 6". It may not enter rough terrain or cross obstacles.
- Each war chest wagon is a token: move them out of the way of other models when required. They do not count as part of the unit for measuring distances, cover or during battle/shooting.
- Escorting units may ignore Wild Charges (if applicable).
- If the escorting unit is wiped out or routs, the war chest wagon with the unit are just left in place until a new unit decides to escort them.
- If a unit escorting a war chest wagon moves into contact with a table edge, that unit moves off the table with the war chest wagon and will gain Honour for it by the end of the game. The unit may not return to the game.

ENDING THE MISSION

Play continues until all three war chest wagons have been removed from the game.

VICTORY CONDITIONS

The Defender must bring the war chest wagons to safety across the West Zone or the East Zone. The Attacker must exit with the wagons from the South Zone. Each wagon removed in this way earns 2 Honour. Both players gain/lose Honour for Special Orders.

MISSION D: RIVER CROSSING

Both Companies have been assigned the order to cross the nearby river and set up a bridgehead on the other side. Each player must move as many of their Company's units as possible to the other side of the river before dusk.

SET-UP

A 4–6" river crosses the area from the NW Zone to the SE Zone. There is a bridge crossing the river in the Central Zone. One company starts in the SW Zone and the other in the NE Zone. Players take turns, deploying one unit at a time.

SPECIAL RULES

- The river is fordable at all its length, but counts as rough terrain. The bridge does not count as rough terrain.

ENDING THE MISSION

Keep playing until one Company has all its remaining units on the opposite side of the river, when this happens this is the final turn. Otherwise, play continues until a turn begins with 5 or fewer units remaining in the game. When this happens, roll a die at start of turn… if the score is higher than number of units left on table, this is the final turn.

VICTORY CONDITIONS

The side that has most of his Company's points on the opposite side of the river scores 5 Honour (+/- Special orders). If the game ends in a draw, both players score 3 Honour (+/- Special Orders).

The Westminster Trained Bands at Basing House, 1643, by Angus McBride © Osprey Publishing. Taken from Elite 25: Soldiers of the English Civil War (1).

MISSION E: MORNING ASSAULT

During the night, the Attacker's Company has moved through a marshland area to be able to launch a surprise attack in the unprotected flank of the Defender's field works. The Defender needs to repel the assault and clear their fieldwork from enemy units.

SET-UP

The Defender's field works runs from the Central Zone to the East Zone facing the South Zone. The West Zone extends 18" into the table and is all open marshland, i.e. rough terrain. The Attacker must deploy at least 12 points of his Company in the 18" West Zone but may also deploy units in the South Zone. The Defender must deploy 8–12 points evenly along and in contact with the field works. If the fieldwork is 3' and you deploy 3 units, there must be one in each of the 1' sections of the field works. The remaining Defender's units arrive as reinforcements during his first activation, by a Move order from the NE Zone.

SPECIAL RULES

- The fieldworks increase the target unit's Stamina by 2 points against Shooting rather than the usual 1 point.

ENDING THE MISSION

Keep playing until a turn begins with 5 or fewer units remaining in the game. When this happens, roll a die at start of turn… if the score is higher than the number of units left on table, this is the final turn.

VICTORY CONDITIONS

The side that has most of his Company's points within the Defender's field works scores 5 Honour (+/- Special Orders). If the game ends in a draw, both score 3 Honour (+/- Special Orders).

MISSION F: STEAK ON THE HOOF

The Attackers have been out and rustled some cows, and are on their way back home to camp with the evening dinner when they stumble upon an enemy scouting party that they need to deal with. But this scout party is only the Defender's bait to lure the Attackers into an ambush and snatch the cows back... Moo!

SET-UP

The Attacker sets up in the East Zone. The Defender sets up 6–8 points in the Central Zone, and the remainder of his units may enter from Turn 2 on a move order, the South or North table edge but not within 12" of an enemy unit.

SPECIAL RULES

- The Attacking player must add three animal markers to his company to represent the rustled cows; more than one marker may be appointed to each unit.
- The animal markers must remain with the same escorting units throughout the game.
- A unit escorting an animal has a maximum movement of 6".
- Units with an animal marker may test for and make one Move order before the game begins.
- Escorting units may not be given Attack orders and must ignore Wild Charges (if applicable).

- If the escorting unit moves into contact with the opposite table edge (the West Zone), that unit moves off the table with the animal marker.
- If the attacker's escorting unit is Wavering, wiped out or routs, the animal markers with the unit is left in place to be claimed for by any other unit that moves in contact with it.
- Defending units that have captured an animal marker may try to leave the table with the animal marker from the South or North Zone.
- Each animal marker is simply a token: move them out of the way of other models when required. They do not count as part of the unit for measuring distances, cover or during battle/shooting.

ENDING THE MISSION

Play continues until all three animal markers have been removed from the game.

VICTORY CONDITIONS

The Attacker must safely exit the animals from the West Zone. Each marker removed in this way earns him 2 Honour. The Defender must prevent this by capturing the convoy markers and safely exiting the animals from the South or North Zone. Each marker removed in this way earns him 2 Honour. Both players gain/lose Honour for Special Orders.

MISSION G: BEATING UP QUARTERS

The Attacker launches a surprise dawn attack on the enemy's quarters. The Attacker must do as much damage as possible before the Defender can gather his Company for a proper defence. The Defenders need to get their men out of bed in a hurry and into fighting formation before it is too late.

SET-UP

The Defender has made camp in a small village or set up a field camp in the Central Zone, with one tent or building in each corner of the Zone. The Defender may have up to 6 points of units out on guard duty in the Central Zone. The remaining Company is as evenly divided as possible in the 4 houses/tents (write down which units are in which house/tent). The Attacker has moved quietly through the night and is just outside the enemy camp. The Attacker may set up anywhere on the table but not within 12" of an enemy unit or house/tent.

A swathe of purple – Spanish Shot unit; North Star 1672 Miniatures. (Nick Eyre, photo by *Wargames Illustrated*)

SPECIAL RULES

- As this is a dawn attack, limit line of sight to 12" and increase all units' Stamina by 1 point versus Shooting. This means that no unit may target a unit beyond that distance. Roll a die at the start of each turn if the roll is lower than the turn to begin the sun have raised and line of sight are normal again.
- The units that are asleep in the houses/tents must be awakened, which is done by passing a ordered move action, with -1 on the roll, for each unit respectively. The unit in question may then be set up on any side of the house/tent, with at least one model touching it. As long as the units are asleep they do not have the 3" proximity rules to an enemy unit.
- To try to set fire to a house/tent, the Attacker must have at least one model from a unit in contact with the house/tent at the start of his activation phase. As an Ordered activation, he may use that unit to try to set fire to the objective (instead of Moving, Attacking, or Shooting) the fire starts on a roll of 8+. Once a fire begins, it may not be put out, and the house/tent becomes impassable terrain.
- It is possible for the Attacker to set the houses/tents on fire before the defenders have managed to get out of them. If a house/tent is set on fire all units inside it are lost.

ENDING THE MISSION

Play until all 4 houses/tents are on fire, or until the Attacker has lost half or more of his company's points. At the end of this turn, the game ends as the Attacker decides to retreat from the board.

VICTORY CONDITIONS

The Attacker gains 2 Honour for each houses/tent set on fire. The Defender gains 2 Honour for each house/tent remaining unburned at the end of the game. Both players gain/lose Honour for Special Orders.

A small but effective Company: four units of Elite Dragoons. Miniatures by Warlord Games. (Michael Leck)

MISSION H: STORM THE REDOUBT

The Attacker has to storm one of the Defender's redoubts: a detached defensive fortification outside the Defender's main defensive perimeter. The redoubt is rectangular and enclosed on all sides, but only defended by a small force.

SET-UP

The Defender has a redoubt in the Central Zone, manned by up to 8 points of his or her Company; no Gallopers or Trotters may man the redoubt. The remaining part of the Company is deployed behind the main defences in the East Zone. The Attacker deploys in the West Zone, which extends 18" in this scenario.

SPECIAL RULES

- The redoubt and the Defender's main defences increase the target unit's Stamina by 2 points against Shooting rather than the usual 1 point.

ENDING THE MISSION

Play until the Attacker has cleared the redoubt from Defending units and has at least one non-Wavering unit within the redoubt, or until the Attacker has lost at least half of his Company's points. At the end of this turn, the game ends as the Attacker decides to retreat from the board.

VICTORY CONDITIONS

The Attacker gains 4 Honour if he manages to capture the redoubt. The Attacker gains 2 extra Honour if he manages to have at least one non-Wavering unit on the Defender's side of the main defences at the end of the game – even if the game ended with the Attacker deciding to retreat. The Defender gains 4 Honour if he manages to stop the Attacker from capturing the redoubt. Both players gain/lose Honour for Special Orders.

Spanish troops of the Nine Years' War (L–R): Grenadier, Provincial Tercio of Seville; Musketeer, Tercio 'Verdes Viejos'; Pikeman, Tercio 'Colorados Viejos', by Gerry & Sam Embleton © Osprey Publishing. Taken from Men-at-Arms 481: The Spanish Tercios 1536–1704.

MISSION I: FORAGING AT THE VILLAGE

Both Companies are foraging in the countryside. As they move around they stumble upon each other, carrying out exactly the same business. Both sides want the supplies they expect to find in the small village, leading to a clash over forage. But the villagers have decided not to let their hard-earned goods disappear without a fight…

Design Note
An alternative in this mission is to let a third player play the Clubmen and let them try to escape with the Forage from any one of the board edges.

SET-UP

Place a fenced village/farm in the Centre Zone of the table; the village/farm counts as rough terrain and provides cover to any one inside it. Place four Forage tokens within 1" of the corners of the Central Zone. Two groups of Clubmen are deployed in the Centre Zone so they are within 3" of two Forage Tokens (If you don't have enough Clubmen models, make two groups of the ones you do have and track casualties with markers).

The Forage token could be animals, crates, barrels or other stuff of value to an army on the march. Randomly place a counter with a value written underneath it on each of the Forage tokens: one is worth 3 points, two are worth 2 points each and one is worth just 1 point. The value of a Forage token is known only to the player who has collected it. The Attacker starts in the West Zone and the Defender starts in the East Zone.

SPECIAL RULES

- The Clubmen don't move unless a third player controls them. As they are very keen on defending their property they never retreat, so they must be routed or wiped out. They always act last in the turn, after Attacker and Defender; and they must shoot at the closest target.
- A unit may only collect a Forage token if there are no enemies, or villagers for that matter, within 3" of it.
- To collect a Forage token, one model from a unit must move onto it. At that point, the Forage token joins the collecting unit and moves with it (counting as a gaming token only, it takes no part in gameplay).
- Once picked up, the owning player may check the value of the Forage token (don't tell your opponent). If the owning unit leaves the table by choice (rather than retreating or routing) the player gains those points at the end of the game.
- A unit may only carry one Forage token and may not return to the table once it leaves.
- If the unit is routed or wiped out during an Attack, the unit routing it picks up the Forage token, assuming that it does not already have one. If it does already have one, or if the unit was routed or destroyed by Shooting or a Morale test, leave the Forage token where it was dropped. Anyone else can pick it up.
- A unit may not choose to drop a Forage token: it must keep it once it is picked up (so you can't drop a low value Forage token to replace it with a better one).
- If a unit is forced to retreat off the table while carrying a Forage token, it does not count the points for that token.
- Both players ignore the following Morale test trigger: 'Unit becomes your only unit remaining on the table'.

ENDING THE MISSION

Play until the final token has been removed from the table, or only one Company remains in play (at which point they collect any tokens remaining on the board, despite any remaining Clubmen).

VICTORY CONDITIONS

Both players earn Honour equal to the value of the Forage tokens they have collected. Both players gain/lose Honour for Special Orders.

MISSION J: RESCUE MISSION

A most prominent person (sometimes even the Officer of your company!) has been captured by dreaded foes, and the Company has decided to try a rescue mission. Part of the Defender's Company is on guard duty while the rest are out patrolling the local area; they must prevent the Attacker from rescuing the prisoner. Undetected, the Attacker's Company has snuck up and launches an assault with the aim of rescuing the prisoner and then retreating back to their own camp.

SET-UP

The Defender sets up the Prisoner in the middle of the table, with half of his force around the Prisoner in the central deployment zone. The Attacker may deploy along the North edge. The remaining part of the Defender's Company starts off table and will arrive in Turn 2 from the South edge. They need to pass a Move order to enter the table.

SPECIAL RULES

The Centre Zone should include some kind of built-up area or tent camp providing cover, but not rough terrain.

ENDING THE MISSION

If the Attacker manages to move at least one model from a unit into contact with the Prisoner, the Prisoner will be freed and join that unit. Now they just have to escape by leaving the table. The game ends as soon as the unit with the freed Prisoner leaves the table. Otherwise, play continues until the Attacker has lost at least half of his or her Company's points: heavy casualties outweigh the benefits of the rescue mission, so at the end of this turn the game ends as the Attacker decides to retreat from the board.

VICTORY CONDITIONS

If the game ends because the Attacker has freed the prisoner and has escaped off the table, he scores 5 Honour (+/- Special Orders). If the game ends and the Attacker has not escaped with the freed prisoner, the Defender scores 5 Honour (+/- Special Orders).

French pikemen in Close Order formation; North Star 1672 Miniatures. (Nick Eyre, photo by *Wargames Illustrated*)

5. SAMPLE COMPANIES

THIRTY YEARS' WAR 1618–48

The Thirty Years' War was a series of wars in Central Europe. Initially a war between Protestant and Catholic states in the fragmenting Holy Roman Empire, it gradually developed into a more general conflict involving most of the great powers of Europe.

OBERST EBERSTEIN'S SWEDISH HORSE COMPANY

Poserna, 15 November 1632

These Swedes established a bridgehead across the River Rippach at the village of Poserna.

- 3 Gallopers @ 4 points each
- 1 Regimental Gun @ 4 points
- 4 Commanded Shot @ 2 points each

COUNT ISOLANO'S IMPERIAL CROAT HORSE COMPANY

Poserna, 15 November 1632

These Croat units (from the Burgstättl Heights) tried to repel the Swedes crossing the River Rippach at the village of Poserna.

- 4 Veteran Dragoons @ 6 points each

Croats at the Rippach, by Graham Turner © Osprey Publishing. Taken from Campaign 68: Lützen 1632.

ENGLISH CIVIL WARS 1642–51

The English or British Civil Wars were a series of armed conflicts and political machinations between Parliamentarians and Royalists in the British Isles, principally concerning the manner of government.

EARL OF LOTHIAN'S COVENANTERS IRISH COMPANY

Fyvie, 28 October 1644

These Covenanters attacked and carried the enclosures at the bottom of the hill of Fyvie Castle.

- 2 Veteran Pike @ 6 points each
- 3 Shot @ 4 points each

MONALTRIE'S ROYALIST HIGHLAND COMPANY

Fyvie, 28 October 1644

These Royalists counter-attacked and re-took the enclosures at the bottom of the hill of Fyvie Castle.

- 4 Clansmen @ 3 points each
- 2 Commanded Shot @ 2 points each
- 2 Trotters @ 4 points each

COLONEL SCROOPE'S PARLIAMENTARIANS

St Neots, 10 July 1648

St Neots was a small skirmish, typical of the outpost warfare described in our Introduction. This is a fast-moving Parliamentarian force that surprised a Royalist force as it slept.

- 4 Trotters @ 4 points each
- 1 Regimental Gun @ 4 points
- 2 Commanded Shot @ 2 points each

A brisk religious debate between two Perry Miniatures Companies. (Alan and Michael Perry)

EARL OF HOLLAND'S ROYALISTS

St Neots, 10 July 1648

The Parliamentarians launched an attack on foot across a river bridge at 2am, following up with their cavalry. The sleepy Royalists tumbled out of their quarters into the market square, but were – unsurprisingly – routed.

- 2 Elite Gallopers @ 6 points each
- 1 Forlorn Hope @ 6 points
- 2 Raw Shot @ 3 points each

Design Note

Despite being a cavalry force, Foot units in the Earl of Holland's Royalists for St Neots represent waking, disorientated troopers not yet mounted; the Forlorn Hope represents the better-prepared bridge sentries. The Elite Gallopers are Holland's bodyguard.

THE DELUGE 1655–60

The Deluge comprised the Polish theatres of the Russo–Polish and Second Northern Wars. In a stricter sense, the term refers to the Swedish invasion and occupation of the Polish Commonwealth during the Second Northern War 1655–60.

STEFAN CZARNIECKI'S POLISH COMPANY

Jarosław, 11 August 1656

This Polish company destroyed a Swedish cavalry force in a skirmish near the village of Wielkie Oczy.

- 4 Aggressive Elite Gallopers (Winged Hussars) @ 6 points each

COLONEL PETER HAMMARSKJÖLD'S SWEDISH COMPANY

Jarosław, 11 August 1656

This Swedish company was retreating towards the River San when it was attacked and destroyed in a skirmish by the Poles.

- 2 Gallopers @ 4 points each
- 2 Commanded Shot @ 2 points each
- 3 Trotters @ 4 points each

Cossacks harassing Polish Hajduk: Veteran Dragoons and Shot. Miniatures by The Assault Group. (Fred Machu)

SCANIAN WAR 1675–79

The Scanian War was a part of the Northern Wars involving the union of Denmark–Norway, Brandenburg and Sweden. It was fought mainly on Scanian soil, in the former Danish provinces along the border with Sweden.

LIEUTENANT NILS SKYTTE'S COMPANY

Örkeneds Socken, 22 April 1678

A Swedish company from the Dalregiment with support of Horse and local militia, who were ordered to hunt the Snapphanar at Örkeneds parish.

- 1 Pike @ 4 points
- 2 Shot @ 4 points each
- 1 Commanded Shot @ 2 points
- 1 Gallopers @ 4 points
- 2 Raw Shot @ 3 points each

CAPTAIN NIELS ANDERSEN'S COMPANY

Örkeneds Socken, 22 April 1678

These Danish 'Freeshoters' (or Snapphanar as the Swedes would call them), were guerrillas fighting against the Swedes in Örkeneds parish.

- 3 Dragoons @ 4 points each
- 3 Veteran Commanded Shot @ 4 points each

KING WILLIAM'S WAR 1688–97

King William's War was the North American theatre of the Nine Years' War. It was the first of six colonial wars fought between New France and New England, along with their native allies.

MAJOR PETER SCHUYLER'S BRITISH COMPANY

Battle of La Prairie, 11 August 1691

This company intended to capture an enemy fort but was chased away by the French and their native allies.

- 3 Shot (Albany militia) @ 4 points each
- 2 Raw Pike (Albany militia) @ 3 point each
- 2 Clansmen (Mohawk allies) @ 3 points each

CAPTAIN PHILIPPE VALRENNE'S FRENCH COMPANY

Battle of La Prairie, 11 August 1691

This company intercepted and counter-attacked the retreating British force, fighting them for an hour before the British managed to break through to their canoes.

- 2 Forlorn Hope (Régiment de Normandie) @ 6 points each
- 1 Shot (Montreal militia) @ 4 points
- 2 Veteran Commanded Shot (First Nation allies) @ 4 points each

GREAT NORTHERN WAR 1700–21

The Great Northern War was a conflict in which a coalition led by the Tsardom of Russia successfully contested the supremacy of the Swedish Empire in Central, Northern, and Eastern Europe. The initial countries of the anti-Swedish alliance were Russia, Denmark–Norway and Saxony–Poland–Lithuania.

CAPTAIN FABIAN HIERTA'S SWEDISH LIFEGUARD COMPANY

Holowczyn, 4 July 1708

This was the right flank Company of the Swedish king's outflanking attack on Russian fortifications at Holowczyn.

- 2 Pike @ 4 points each
- 4 Shot @ 4 points each

REPNIN'S RUSSIAN GRENADIER COMPANY

Holowczyn, 4 July 1708

This Russian advance guard protected the destroyed bridge at the Holowczyn River.

- 3 Veteran Forlorn Hope @ 8 points each

OFFICER ROSTER

Officer's Name	
Rank	
Honour	
Background	

Traits	Effect

Missions	Honour

COMPANY ROSTER

COMPANY NAME:

UNIT NAME		POINTS	
Attack		Attack value	
Move		Defence value	
Shoot		Shoot value / Range	
Morale		Maximum Movement	
Stamina		Special Rules	

UNIT NAME		POINTS	
Attack		Attack value	
Move		Defence value	
Shoot		Shoot value / Range	
Morale		Maximum Movement	
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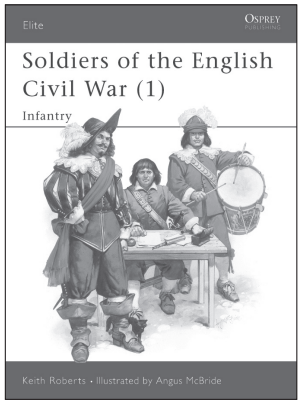

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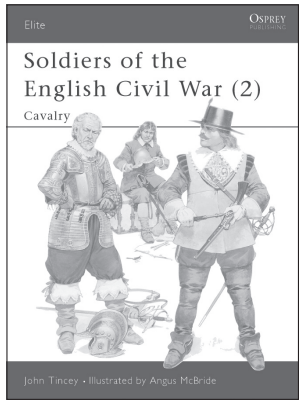

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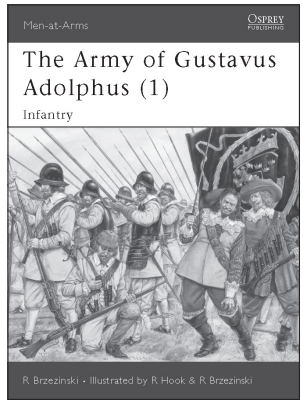

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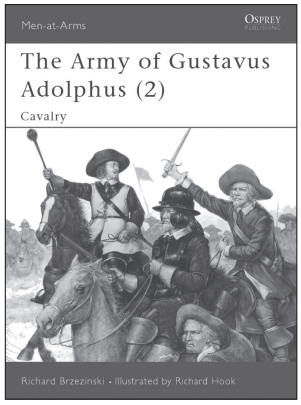

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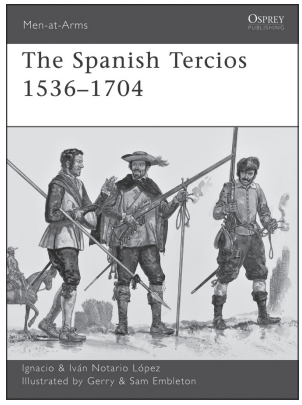

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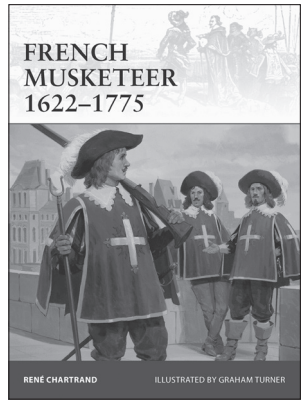

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